



KABLAM

Adolescent Kenku
Neutral
Level 3 Rogue

Pronouns: she/her
Occupations:
Pickpocket / Forger / Spy
Armor Class 14
Hit Points
38 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
11	18	13	16	17
(+1)	(+4)	(+2)	(+3)	(+4)

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills Proficient in Stealth
Sleight of Hand
Thieve's Tools and Forgery
Kits
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Auran,
Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

She'll fight with her dagger,
but will generally try to run
first

Actions

-

Factions

A Thieve's/Assassin's Guild

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

A cloaked figure approaches hurriedly
out of a dark alley, Bumping into you.
"Kablam" the figure says and begins
run

Appearance

Short and covered head to toe in a dark
cloak, Black feathers, beak and shining
black eyes peaking out of the opening

Expressions

"Kablam"

Mannerisms

Moves her head in a bird-like manner

Motivations

Survival. Serving her masters at the guild

Passions

Shiny things

Secrets

Lots of things that she's done for the
guild

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Proficiencies TODO

Damage Immunities
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Special Abilities -
Special Equipment

Combat Tactics

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Actions

Dagger | Claws

Factions

A
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BACKGROUND STORY

Kablam's earliest
memory is the explosion
that took her family. After
wandering the wilderness
on her own for a while, she
made her way into the city.
While trying to steal some
food for herself, she was
scouted and recruited by
members of the local
Thieve's Guild. Knowing of
the nature Kenku, she was
quickly trained to perform
various services for the
guild. Her quick fingers
make her an excellent
pickpocket, her mimicry
makes her an excellent spy
and forger. She does as
she's told and she does it
well.