KABLAM

adolescent Kenku neutral Level 3 rogue

Pronouns: she/her Occupations: Pickpocket / Forger / Sp Armor Class 14 Hit Points 38 (TODO H Speed 30.

STR DEX CON INT WIS

11 () 18 13 16 17

CHA

17

Saving Throws

TODO Saving Throws

Skills

Proficient in StealthSleig HandThieve's Tools and Kits

Proficiencies

Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni

Senses TODO Senses Languages Common A Adjectives , 2500 x 3235

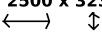


Image Dummy

ROLEPLAYING

Introduction

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

Appearance

Short and covered head to toe in a dark cloak,

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Proficiencies TODO

Damage Immunities
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Condition Immunities
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Senses TODO Senses
Languages Common Auran,
Adjectives,

Special Abilities

 Kenku Traits: Expert Forgery Kenku Training Mimicry | Rogue Traits: Sneak Attack Cunning Action | Spellcasting Cantrips: Mage Hand, Thaumaturgy, Minor Illusion Spells: Illusory Script, Silent Image, Disguise Self Mage Hand Legerdemain

Special Equipment

Combat Tactics

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

Actions

Dagger | Claws

Factions

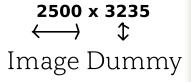
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Black feathers, beak and shining black eyes peaking out of the opening

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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BACKGROUND STORY

Kablam's earliest memory is t explosion that took her family After wandering the wilderne her own for a while, she made way into the city. While trying steal some food for herself, sl was scouted and recruited by members of the local Thieve's Guild. Knowing of the nature Kenku, she was quickly traine perform various services for t guild. Her quick fingers make an excellent pickpocket, her mimicry makes her an excelle spy and forger. She does as s told and she does it well.

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