

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

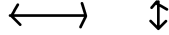


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ROLEPLAYING

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, 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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BACKSTORY

Kablam's early life is shrouded in mystery. She was born into a family of thieves and assassins, a family that has been active in the underground world of the city for generations. While she was still a child, she was recruited by the local Thieves' Guild, a powerful organization that controls much of the city's underworld. Knowing of her family's reputation, she was trained to be a thief and an assassin, learning the skills of stealth, lockpicking, and combat. She does not remember her early life, but she does remember the first time she was put to the test.

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