

adolescent Kenku
neutral
Level 3 rogue

STR	DEX	CON	INT	WIS
11	18	13	16	17

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

- **Kenku Traits: Expert Forger, 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**

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

Factions

Short and covered head to
in a dark cloak. Black feath

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Skills
 Proficient in Stealth Sleight of Hand Thieve's Tools and Lockpicking
 Kits

Proficiencies
Damage Immunities
 TODO Damage Immunities

Condition Immunities
 TODO Condition Immunities

Senses TODO Senses

Languages Common Auranic

Adjectives

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

Short and covered head to toe in a dark cloak.

 \longleftrightarrow \updownarrow

Image Dummy

Image Dummy

Special Abilities

- Kenku Traits: Expert Mimicry, Kenku Training Minor Feats, Rogue Traits: Sneak Attack, Cunning Action | Spells: Mage Hand, Thaumaturgy, Minor Illusions, Disguise Self, Invisibility, Pass Without Trace, Hand Legerdemain

Special Equipment

Combat Tactics

She'll fight with her dagger and generally try to run first.

Actions

Dagger | Claws

Factions

Black feathers, beak and shining black eyes peeking 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

Cell 13

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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 of 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 is told and she does it well.

PERSONALITY

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