

LRRYK BOLDE

middle aged adult kenku
chaotic neutral
Level 5 rogue

Pronouns: he/him
Occupations:
Tavern and Innkeeper
Armor Class 15
Hit Points 34 (TODO Hitdice)
Speed 30.

STR DEX CON INT WIS

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STR DEX CON INT WIS
11 18 12 13 13
(+1) (+4) (+1) (+2) (+2)

CHA

16
(+3)

Saving Throws
TODO Saving Throws
Skills
Stealth; Survival; Acrobatics;
Forgery Kit; Thieve's tools

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Auran Kenku Thieve's
Cant ,
Adjectives ,

Special Abilities

- Expert Forgery; Mimicry; Fa
hands; Second Story work;
Uncanny Dodge; Cunning
Action | Martial Weapons.

Special Equipment

- **Conspirator's Bolas**
+2 to hit up to three separa
creatures. When thrown
• these balls spread into thre
separate bolas that strike
three separate chosen targ
If hit
• each target must make a DE
save vs. DC equal to the rol
that hit plus an additional 2
be grappled. If the target t
to move that turn
• they are also knocked prone

Combat Tactics

Lrryk has learned the hard way
does whatever he can to diffus
conflict. If he has tried everyth
he will turn to his Conspirator's
Bolas to subdue the opponents
and negotiate further.

Actions

Glaiive (No attacks of opportunit
against him)

2500 x 3235
Image Dummy

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Special Abilities

- Expert Forgery; Mimicry; Fast hands; Second Story work; Uncanny Dodge; Cunning Action | Martial Weapons

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- Conspirator's Bolas
- +2 to hit up to three separate creatures, when thrown
- these balls spread into three separate bolas that strike three separate chosen targets. If hit
- each target must make a DEX save vs. DC equal to the roll that hit plus an additional 2, or be grappled. If the target tries to move that turn
- they are also knocked prone.

Combat Tactics

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Actions

Glaive (No attacks of opportunity against him)

Factions

2500 x 3235

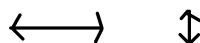


Image Dummy

ROLEPLAYING

Introduction

A black-feathered humanoid with a crooked beak adjusts its jacket while jotting in a notebook. "Yes. A room or grub?"

Appearance

Black Kenku. Well built and unassuming with an aura of mystery beneath his cap and eyes.

Expressions

"I'll serve ya what ya. need. Just don't cause any trouble."; "Steer clear of sailors and cutthroats."

Mannerisms

Very deliberate but unassuming posturing. Diligently keeps accounting and business notes. Tea-totaller.

Motivations

Lrryk seeks to maintain a calm and stable life. He hopes to keep the rep of his inn and tavern free of ne'er do wells.

Passions

Stability. Saving for a better day.

Secrets

Lrryk was a former bandit leader and co-conspirator in organized criminal activity until he did serious time.

Factions

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BACKGROUND STORY

<p>Lrryk is a former bandit leader and co-conspirator in a region-wide organized crime syndicate. His renown as "Tarback" is prolific. Yet his capture and consequent imprisonment redirected his values and life-goals</p><p>In the harsh prisons of Eldon's Passing [any remote town largely designed around its prison] Lrryk was faced with many of the ne'er-do-wells he had mistreated on the outs. Forced to make a moral and psychic shift, he befriended some common correction guards and proved to them that his transformation was genuine. It was these corrections officers that

taught him the use of the glaive rather than murdering them.

When Lrryk was done his time he sought out a small fortune he made in an abandoned mining camp. With these funds he commissioned the building of his inn and tavern, "the Roost", where he now lives a life of stability with very little tolerance for crime or aspects of 'the Life'.

PERSONALITY

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