

3235  
↕  
dummy

## 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

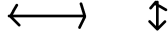


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## ROLEPLAYING

### 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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## BACK STORY

Kablam  
is the explosive  
family. After  
wilderness  
while, she  
the city. With  
some food  
scouted and  
members of  
Guild. Known  
Kenku, she  
to perform  
the guild. Her  
make her a  
pickpocket,  
her an excellent  
She does a  
does it well