

2500 x 3235  
Image Dummy

## 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
11	18	12	13	13

**CHA**  
16

**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; Fast hands; Second Story work; Uncanny Dodge; Cunning Action | Martial Weapons.

### Special Equipment

- 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 DC save vs. DC equal to the roll that hit plus an additional 2 be grappled. If the target tries to move that turn they are also knocked prone.

## 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.

## 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
11	18	12	13	13

**CHA**  
16

**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; Fast hands; Second Story work; Uncanny Dodge; Cunning Action | Martial Weapons.

### Special Equipment

- 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 DC save vs. DC equal to the roll that hit plus an additional 2 be grappled. If the target tries to move that turn they are also knocked prone.

### Combat Tactics

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

### Actions

Glaive (No attacks of opportunity against him)

### Factions

## ROLEPLAYING

### Introduction

<p>save vs. DC equal to that hit plus an additional 10 or be grappled. If the character tries to move that target, they are also knocked prone.</p> <p><b>Combat Tactics</b></p> <p>Lrryk has learned the hard way to do whatever he can to avoid conflict. If he has tried everything, he will turn to his Conspicuous Bolas to subdue the opponent and negotiate further.</p> <p><b>Actions</b></p> <p>Glaive (No attacks of opportunity against him)</p> <p><b>Factions</b></p>	<p><b>Motivations</b></p> <p><b>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.</b></p> <p><b>Passions</b></p> <p><b>Stability. Saving for a better day.</b></p> <p><b>Secrets</b></p> <p><b>Lrryk was a former bandit leader and co-conspirator in organized criminal activity until he did serious time.</b></p>	<p><b>A black-feathered humanoid with a crooked beak adjusts his jacket while jotting in a notebook. "Yes. A room or grub?"</b></p> <p><b>Appearance</b></p> <p><b>Black Kenku. Well built and unassuming with an aura of mystery beneath his cap and eyes.</b></p> <p><b>Expressions</b></p> <p><b>"I'll serve ya what ya. need. Just don't cause any trouble."</b></p> <p><b>"Steer clear of sailors and cutthroats."</b></p> <p><b>Mannerisms</b></p> <p><b>Very deliberate but unassuming posturing. Diligently keeps accounting and business notes. Teatotaler.</b></p> <p><b>Motivations</b></p> <p><b>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.</b></p> <p><b>Passions</b></p> <p><b>Stability. Saving for a better day.</b></p> <p><b>Secrets</b></p> <p><b>Lrryk was a former bandit leader and co-conspirator in organized criminal activity until he did serious time.</b></p>
	<p>Cell 3</p>	