

2500 x 3235
Image 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)

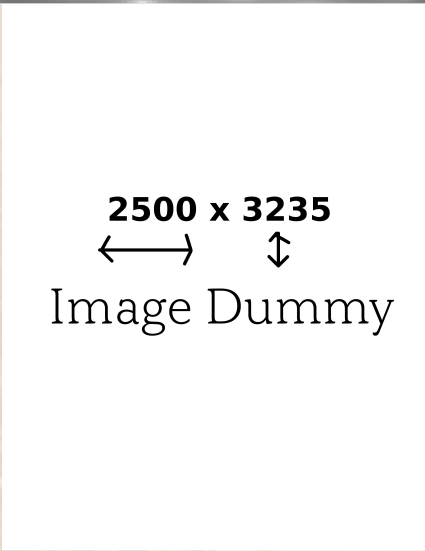
CHA

17
(+4)

Saving Throws TODO Saving Throws
Skills
Proficient in StealthSleight of HandThieve's Tools and Forgery Kit
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Auran ,
Adjectives ,

Special Abilities

- Kenku Traits: Expert Forgery Ke



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"

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Senses TODO Senses
Languages Common Auran ,
Adjectives ,

Special Abilities

- Kenku Traits: Expert Forgery Ke
Training Mimicry | Rogue Traits
Sneak Attack Cunning Action |
Spellcasting: Cantrips: Mage H
Thaumaturgy, Minor Illusion Sp
Illusory Script, Silent Image,
Disguise Self Mage Hand
Legerdemain

Special Equipment

Combat Tactics

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

Actions

Dagger | Claws

Factions

ROLEPLAYING

Introduction

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

Appearance

<p>Rogue Traits: Sneak, Cunning Action Spells: Mage Hand, Cantrips: Mage Hand, Thaumaturgy, Minor Spells: Illusory Script, Image, Disguise Self, Hand Legerdemain</p>	<p>Mannerisms</p> <p>Moves her head in a bird-like manner</p> <p>Motivations</p> <p>Survival. Serving her masters at the guild</p>
<p>Special Equipment</p>	<p>Passions</p> <p>Shiny things</p>
<p>Combat Tactics</p> <p>She'll fight with her dagger generally try to run first</p> <p>Actions</p> <p>Dagger Claws</p> <p>Factions</p>	<p>Secrets</p> <p>Lots of things that she's done for the guild</p>

Combat Tactics

Actions

Factions

Moves her head in a bird-like manner

Survival. Serving her masters at the guild

Shiny things

Lots of things that she's done for the guild

Short and covered head to toe in
dark cloak, Black feathers, beak
and shining black eyes peaking
of the opening

"Kablām"

Moves her head in a bird-like manner

Survival. Serving her masters and guild

Shiny things

Lots of things that she's done for the guild

Kablamb'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 Thieves' 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's told and she does it well.
