

500 x 3235  
→ ↕  
Image Dummy

Kablam

**KABLAM**  
*Adolescent Kenku  
Neutral  
Level 3 Rogue*

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**Pronouns** - she/her  
**Occupations** - Pickpocket / Forger / Spy  
**Armor Class** - 14  
**Hit Points** - 38 (TODO Hitdice)  
**Speed** - 30.

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<b>STR</b> <b>11</b> (+1)	<b>DEX</b> <b>18</b> (+4)	<b>CON</b> <b>13</b> (+2)	<b>INT</b> <b>16</b> (+3)	<b>WIS</b> <b>17</b> (+4)	<b>CHA</b> <b>17</b> (+4)
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**Saving Throws** -  
Proficient in Stealth  
Sleight of Hand  
**Skills** - Thieve's Tools and Forgery Kits  
**Proficiencies** -  
**Proficiency Mod** - +2

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**Languages** - Common Auran  
**Adjectives** -

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**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**  
Role:

2500 x 3235  
↔ ↕  
Image Dummy

**ROLEPLAYING**

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**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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