

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 -

Skills -

Proficient in Stealth

Sleight of Hand

Thieve's Tools and Forgery

Kits

Proficiencies -

Proficiency Mod - +2

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

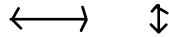


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ROLEPLAYING

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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TODO Saving Throws

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Proficiencies - TODO

Damage Immunities -

TODO Damage Immunities

Condition Immunities -

TODO Condition Immunities

Senses - TODO Senses

Languages -

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BACKGROUND STORY

Kablam's is the ex her family the wilder for a whil way into trying to for herself and recru of the loc Knowing Kenku, s trained to services f quick fing excellent mimicry excellent She does she does i

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