



# 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

Kenku Traits: Expert Forgery  
Kenku Training Mimicry |  
Rogue Traits: Sneak Attack  
Cunning Action | Spellcasting:  
Cantrips: Mage Hand,  
Thaumaturgy, Minor Illusion  
Spells: 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

A Thieve's/Assassin's Guild

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Sleight of Hand  
Thieve's Tools and Forgery  
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Auran,  
**Adjectives**

**Special Abilities** Kenku  
Traits: Expert Forgery  
Kenku Training Mimicry |  
Rogue Traits: Sneak Attack  
Cunning Action |  
Spellcasting: Cantrips: Mage  
Hand, Thaumaturgy, Minor  
Illusion Spells: Illusory  
Script, Silent Image,  
Disguise Self Mage Hand  
Legerdemain  
**Special Equipment**

## Combat Tactics

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but will generally try to run  
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A  
Thieve's/Assassin's  
Guild

2500 x 3235  
↔↕  
Image Dummy

# 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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# BACKGROUND STORY

Kablam'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 Thieve's Guild.  
Knowing of the nature  
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.