

500 x 3235
→ ↕
Image Dummy

Kablam

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 11 (+1)	DEX 18 (+4)	CON 13 (+2)	INT 16 (+3)	WIS 17 (+4)	CHA 17 (+4)
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Saving Throws -
Proficient in Stealth
Sleight of Hand

Skills - 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
Role:

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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