KABLAM

adolescent Kenku neutral Level 3 rogue

Occupations:
Pickpocket / Forger / Sp.
Armor Class 14
Hit Points 38 (TODO H
Speed 30.

Pronouns: she/her

STR DEX CON INT WIS 11 () 18 13 16 17

CHA 17

Saving Throws
TODO Saving Thro

TODO Saving Throws **Skills**

Proficient in StealthSleig HandThieve's Tools and Kits

Proficiencies

Damage Immunities

TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses

Senses TODO Senses Languages Common A Adjectives ,

Special Abilities

 Kenku Traits: Exper Kenku Training Min

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

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Special Abilities

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Special Equipment

Combat Tactics

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

Actions

Dagger | Claws

Factions

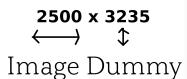
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Expressions

"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. wandering the wilderness on he own for a while, she made her v into the city. While trying to ste some food for herself, she was scouted and recruited by memb of the local Thieve's Guild. Know of the nature Kenku, she was quickly trained to perform varic services for the guild. Her quick fingers make her an excellent pickpocket, her mimicry makes an excellent spy and forger. She does as she's told and she does well.

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