KABLAM

adolescent Kenku neutral Level 3 rogue

Pronouns: she/her
Occupations:
Pickpocket / Forger / Spi
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 StealthSI

Proficient in StealthSleig of HandThieve's Tools a Forgery Kits

ROLEPLAYING

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Saving Throws
TODO Saving Throws
Skills
Proficient in StealthSleight of
HandThieve's Tools and

Proficiencies TODO

Forgery Kits

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

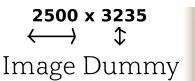
She'll fight with her dagger, but will generally try to run first

Actions

Dagger | Claws

Factions

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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BACKGROUND STORY

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PERSONALITY