

2500 x 3235
Image Dummy

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)

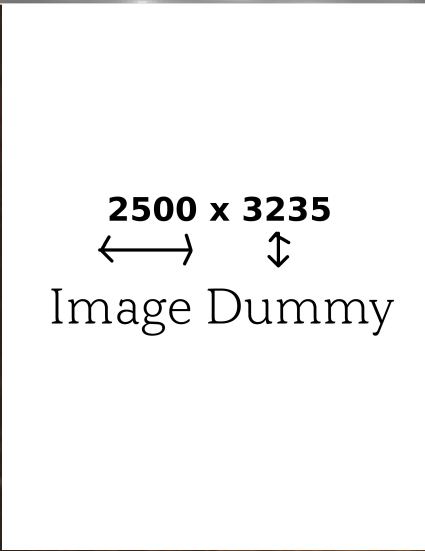
CHA

17
(+4)

Saving Throws TODO Saving Throws
Skills
Proficient in StealthSleight of HandThieve's Tools and Forgery Kits
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Auran ,
Adjectives ,

Special Abilities

- Kenku Traits: Expert Forgery Ke



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"

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Languages Common Auran ,
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Special Abilities

- Kenku Traits: Expert Forgery Ke
Training Mimicry | Rogue Traits
Sneak Attack Cunning Action |
Spellcasting: Cantrips: Mage H
Thaumaturgy, Minor Illusion Sp
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

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Rogue Traits: Sneak
Cunning Action | Skill
Cantrips: Mage Hand
Thaumaturgy, Minor
Spells: Illusory Script
Image, Disguise Self
Hand Legerdemain

Special Equipment

Combat Tactics

Actions

Factions

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

Dagger | Claws

Mannerisms

Motivations

Passions

Secrets

Moves her head in a bird-like manner

Survival. Serving her masters at the guild

Shiny things

Lots of things that she's done for the guild

Cell 3

Appearance

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BACKGROUND
STORY

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STORY

PERSONALITY

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
herself, she was scouted and recruited
by members of the local Thieve's Guild.
Knowing of the nature of 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.