



3235  
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Dummy

## KABLAM

Adolescent Kenku  
Neutral  
Level 3 Rogue

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**Pronouns:** she/her  
**Occupations:** Pickpocket / Forger / Spy  
**Armor Class** 14  
**Hit Points** 38 (TODO Hitdice)  
**Speed** 30.

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STR	DEX	CON	INT	WIS
11	18	13	16	17
(+1)	(+4)	(+2)	(+3)	(+4)

**CHA**  
17  
(+4)

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**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**

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**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**

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## 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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## BACKSTORY

Kablam's family. After the explosion in the wilderness of the city. While traveling for food for herself and recruited a local Thieve's Guild. She quickly trained in various services. Her quick finishing excellent pickpocketing mimicry making her a spy and forger. she's told an