

middle aged adult kenku
chaotic neutral
Level 5 rogue

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chaotic neutral
Level 5 rogue

Pronouns: he/him
Occupations:
Tavern and Innkeeper
Armor Class 15
Hit Points 34 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
11	18	12	13	13

CHA
16

Saving Throws
TODO Saving Throws
Skills
Stealth; Survival; Acrobatics;
Forgery Kit; Thieve's tools

Proficiencies TODO

Damage Immunities
 TODO Damage Immunities
 Condition Immunities
 TODO Condition Immunities
 Senses TODO Senses
 Languages
 Common Auran Kenku Thief's
 Cant ,
 Adjectives ,

Special Abilities

- **Expert Forgery; Mimicry; Fast hands; Second Story work; Uncanny Dodge; Cunning Action | Martial Weapons.**

Special Equipment

- **Conspirator's Bolas** +2 to hit up to three separate creatures. When thrown
- these balls spread into three separate bolas that strike three separate chosen targets. If hit
- each target must make a DC save vs. DC equal to the roll that hit plus an additional 2 to be grappled. If the target tries to move that turn
- they are also knocked prone

Combat Tactics

Lrryk has learned the hard way and does whatever he can to diffuse conflict. If he has tried everything, he will turn to his Conspirator's Bolas to subdue the opponents and negotiate further.

Actions

Glaive (No attacks of opportunity against him)

Factions

ROLEPLAYING

Introduction

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Image Dummy

2500 x 3235
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ROLEPLAYING

Introduction

A black-feathered humanoid with a crooked beak adjusts its jacket while jotting in a notebook. "Yes. A room or grub?"

Appearance

Black Kenku. Well built and unassuming with an aura of mystery beneath his cap and eyes.

Expressions

"I'll serve ya what ya. need. Just don't cause any trouble."; "Steer clear of sailors and cutthroats."

Mannerisms

Very deliberate but unassuming posturing. Diligently keeps accounting and business notes. Tea-totaller.

Motivations

Lrryk seeks to maintain a calm and stable life. He hopes to keep the rep of his inn and tavern free of ne'er do wells.

Passions

Stability. Saving for a better day.

Secrets

Lrryk was a former bandit leader and co-conspirator in organized criminal activity until he did serious time.

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BACKGROUND STORY

<p>Lrryk is a former bandit leader and co-conspirator in a region-wide organized crime syndicate. His renown as "Tarback" is prolific. his capture and consequent imprisonment redirected his va and life-goals</p><p>In the ha prisons of Eldon's Passing [any remote town largely designed <i>around</i> its prison] Lrryk faced with many of the ne'er-do wells he had mistreated on the outs. Forced to make a moral and psychic shift, he befriended some common correction guards and proved to them that his transformation was genuine. It these corrections officers that taught him the use of the glaive the value of subduing his enemies rather than murdering them.</p><p>When Lrryk was done his time he sought out a small fortune he in an abandoned mining camp. these funds he commissioned the building of his inn and tavern, "Roost", where he now lives a life stability with very little tolerance for crime or aspects of 'the Life</p>

Special Abilities

- Expert Forgery; Minor hands; Second Story; Uncanny Dodge; Cunning Action | Martial Weapon

Special Equipment

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Actions

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PERSONALITY

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