



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 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

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

2500 x 3235

Image Dummy

ROLEPLAYING

Introduction

A cloaked figure approaches hurriedly
out of a dark alley, Bumping into you
"Kablam" the figure says and begins
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

Passions

Shiny things

Secrets

Lots of things that she's done for the
guild

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BACKGROUND STORY

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Thieve'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 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

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Actions

Dagger | Claws

Factions

A
Thieve's/Assassin's Guild