



LRRYK BOLDE

Middle Aged Adult Kenku  
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
(+1)	(+4)	(+1)	(+2)	(+2)

**CHA**  
16  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills** Stealth; Survival;  
Acrobatics; Forgery Kit;  
Thieve's tools  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common, Auran,  
Kenku, Thieve's Cant,  
**Adjectives**

Special Abilities

-

Special Equipment

- - - -

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

-

Factions

2500 x 3235



Image Dummy

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 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 well.

Passions

Stability. Saving for a better day.

Secrets

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

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**Saving Throws**  
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**Skills** **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, Thieve's  
Cant,

Adjectives

**Special Abilities** Expert  
Forgery; Mimicry; Fast  
hands; Second Story work;  
Uncanny Dodge; Cunning  
Action | Martial Weapons.  
**Special Equipment**  
<b>Conspirator's  
Bolas</b> - +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  
DEX save vs. DC equal to  
the roll that hit plus an  
additional 2 or be grappled.  
If the target tries to move  
that turn they are also  
knocked prone.

Combat Tactics

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Actions

Glaive (No attacks of opportunity against him)

Factions

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Secrets

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BACKGROUND  
STORY

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my

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