

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 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 manne

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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BACK STORY

Kablam's
the explo
family. At
wildernes
while, she
into the c
steal som
she was s
recruited
the local
Knowing
Kenku, sh
trained to
services t
quick fin
excellent
mimicry i
excellent
She does
she does