

500 x 3235 ge Dummy Kablam **K**ABLAM Adolescent Kenku Neutral Level 3 Roque Pronouns - she/her Occupations - Pickpocket / Forger / Spy Armor Class - 14 Hit Points - 38 (TODO Hitdice) **Speed - 30.** 18 13 16 17 17

Saving Throws -

(+1) (+4)

Proficient in Stealth Sleight of Hand

Skills - Thieve's Tools and Forgery Kits

(+2)

(+3)

(+4)

(+4)

Proficiencies -

Proficiency Mod - +2

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

Role:

2500 x 323

Image Dun

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 -Saving Throws -Skills -

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Proficiencies -

Languages -Common Auran Adjectives -

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Thieve's/Assassin's Guild

Role:

ROLEP

Introduc

A cl approache of a dark into you. figure says

run **Appeara**

Short head to 1 cloak. Bl beak and eyes peak opening

Expressi "Kabl

Manneri Moves bird-like m

Motivati Surviva masters at

Passions Shiny t

Secrets

Lots o she's done

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

"Kahlam"

Mannerisms

Moves her head in a bird-like manner

Motivations

Survival. Serving her masters at the guild

Passions

Shiny things

Lots of things that she's done for the quild