

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)

17 (+4)

my

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,
Adiectives

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

Image Dummy

ROLEPLAYING

Introduction

A cloaked figure approaches hurried out of a dark alley, Bumping into yo "Kablam" the figure says and begin run

Appearance

Short and covered head to toe in a c cloak, Black feathers, beak and shin black eyes peaking out of the openir

Expressions

"Kablam"

Mannerism

Moves her head in a bird-like manne

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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Sleight of Hand
Thieve's Tools and Forgery

Proficiencies TODO

Damage Immunities

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TODO Condition Immunities

Senses TODO Senses Languages Common, Auran, Adjectives

Special Abilities -

Special Equipment

Combat Tactics

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Actions

Dagger | Claws

Factions

A Thieve's/Assassin's Guild

ROLEPLAYING

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BACKGROUND STORY

Kablam's earliest memory is the explosion that took her family. After wandering the wilderness on her own for a while, she made her way into the city. While trying to steal some food for herself, she was scouted and recruited by members of the local Thieve's Guild, Knowing of the nature Kenku, she was quickly trained to perform various services for the guild. Her quick fingers make her an excellent pickpocket, her mimicry makes her an excellent spy and forger. She does as she's told and she does it well.