Pronouns: she/her Occupations: Informer Armor Class 16 **Hit Points** 51 (TODO Hitdice) Speed

STR DEX CON INT WIS 17 10 14 13 (+2) (+4) (+0) (+2) (+4)

CHA 18 (+4)

> **Saving Throws** TODO Saving Throws
>
> Skills Performance; Stealth; Disguise; History; Persuasion; Thieves' Tools **Proficiencies Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities**

Senses TODO Senses Languages Goblinoid, Common, Draconic, Elven, Adjectives

Special Abilities

Special Equipment

Combat Tactics

Symmetry will parkour about the area - off walls, fences. people, places, things - like a pinball in song. When the very first combatant falls. She will use Mantle of Whispers to adopt the identity and flee.

Actions

Factions

The Windrunners

SYMMETRY GONN

> Young Adult Kobold Chaotic Neutral Level 10 Bard

Pronouns: she/her Occupations: Informer Armor Class 16 **Hit Points** 51 (TODO Hitdice) 40. Speed

STR DEX CON INT WIS 10 (+2) (+4) (+0) (+2) (+4)

18 (+4)

2500 x 3235

Image Dummy

 \longleftrightarrow

ROLEPLAYING

A flash of rusty scales and bright clothes darts from a dark alley acro the street. "Cause a distraction!!"

Rusty red scales. Roughly 2'5". Brigh

orange eyes. Loose bootcut puffy pa

"They be lookin fer me, yknow. Gotta

"They want that damned group

Loose jerkin. Dual-ribbon cloak.

they can get em themselves"

Bouncy and nervous but regains

composure. Hums different notes to

Escaping a regional watch hoping to

disband a crew of kobolds believed

by a dragon to stir and steal valuable

Self-Preservation, Wealth,

Introduction

Appearance

Expressions

Mannerisms

Motivations

Passions

check her vocal tone.

Saving Throws TODO Saving Throws Skills Skills Performance: Stealth: Disguise; History;

Persuasion; Thieves' Tools **Proficiencies**

TODO

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition

Immunities
Senses TODO Senses Languages Goblinoid, Common, Draconic, Elven, **Adjectives**

Special Abilities -Special Equipment -Special Equipment Special Equipment -

Combat Tactics

Symmetry will parkour about the area - off walls, fences, people, places, things - like a pinball in song. When the very first combatant falls, She will use Mantle of Whispers to adopt the identity and flee.

Actions

Dagger - Dual Wield | Sling

Factions

The Windrunners

ROLEPLAYING

BACKGROUND

Kobolds are kobolds. Well.

Symmetry (not her birth name) was raised in a

name) was raised in a cavern den of the hundreds of kobolds making up the clan of Kut-Kut. They were dedicated to serving the Red Dragon, Vys, who lived deeper in the mountain. Vys would task the clan with securing the cavern tunnels and

the cavern tunnels and with raiding nearby trading routes for treasures to pile atop his horde. One evening, Vys heard her singing and demanded she sit atop his

horde for the rest of her life to entertain him.

even a kobold, and Symmetry (again, not her

birth name, but she won't tell) grew disenfranchised with her life with Vys and

her clan's unwillingness to stand up to the tyrant

dragon. Vys would sleep often and would wake

easily. He abhorred her silence and would punish her for it. She found a

know", she whispered in his ear in draconic.

"Yes," the dragon's deep growl trembled the piles of gold and treasures, "I am." The dragon chuckled

"Well, I must read to learn new songs. And to read I must be quiet."
"Ay. Then silence for an hour." The great red dragon purred.

Symmetry (again, I insist not her birth name) took

an hour each day to learn more songs, more spells,

and more knowledge from the tomes and treasures that littered Vys' lair.

When a commanding officer of the Kut-Kut tribe

rushed in one day to alert Vys that a small party of

heroes had breached the cave depths, chaos ensued. Little did Vys

know, this was a ruse created by a small group

of rebels who sought to escape the caverns. In the

ensuing chaos, Symmetry was able to distract Vys with songs and aid in their

bonded over the weeks of travel that followed and

set their sites on using their abilities to gain their

own wealth. Upon arriving in a nearby city, they set forth to 'relieve' the

population of their wealth. On a night of rest in a

removed alleyway, Symmetry's song of her groups' exploits was

overheard by a beggarly human who knew the

value of being able to aid in disbanding this group of

bandits and, perhaps even more so, the value of informing the watch as to

the location of Vys' lair. He turned the information over for a handsome The Regional Watch found the band of kobolds with haste. Symmetry was a primary target with her bright clothes and distinct

appearance. However, using the secrets found in Vys' lair, Symmetry was able to terrify the Watchman and escape.

The small kobold crew

escape.

F

cunning solution. "Vys, you want newer songs? You must be getting bored of the ones I

sardonically.

Not a great deal in the mind of anybody, really,

STORY

not always.

Introduction

A flash of rusty scales and bright clothes darts from a

Loose bootcut puffy pants.

yknow. Gotta go.", "They want that damned group, they can get em themselves'

Mannerisms

Cell3

Bouncy and nervous but regains composure. Hums vocal tone.

Motivations

Escaping a regional watch hoping to disband a crew of kobolds believed sent by a dragon to stir and steal valuables

Self-Preservation. Wealth.

dark alley across the street. "Cause a distraction!!"

Appearance

Rusty red scales. Roughly 2'5". Bright orange eyes. Loose jerkin. Dual-ribbon cloak.

Expressions

"They be lookin fer me.

different notes to check her

Passions

The rest of her band scattered.
Symmetry has been in flight ever since and makes a good living from selling her secrets - via letter - to the Regional Watch; sending them on wild goose chases.