

2500 x 3235  
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Image Dummy

## SYMMETRY GONN

young adult kobold  
chaotic neutral  
Level 10 bard

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

**STR** 13 **DEX** 17 **CON** 10 **INT** 14 **WIS** 18

**CHA**  
18

**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

- Ambush; Darkvision | Bardic Inspiration; Countercharm; Expertise; Song of Rest; Jack of All Trades | Psychic Blades; Words of Terror; Mantle of Whispers | Spellcasting: 0 - 1; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2;

### Special Equipment

- A small singing bowl that she can play almost like a drum
- lucimeter
- and bells at the same time.

### Combat Tactics

Symmetry will parkour all over the area - off walls, fences, people,

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## ROLEPLAYING

### Introduction

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

### Appearance

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

### Expressions

"They be lookin fer me, yknow. Gotta go.",  
"They want that damned group, they can get em themselves"

### Mannerisms

Bouncy and nervous but regains composure. Hums different notes to check her vocal tone.

### Motivations

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

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### Special Abilities

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### Special Equipment

- A small singing bowl that she can play almost like a drum
- lucimeter
- and bells at the same time.

### 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

## ROLEPLAYING

### Introduction

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### Appearance

places, things - like a pin song. When the very first combatant falls, She will Mantle of Whispers to add identity and flee.

Actions

Dagger - Dual Wield | Sling

Factions

Passions

Self-Preservation. Wealth.

Secrets

Rusty red scales. Roughly 2 Bright orange eyes. Loose bootcut puffy pants. Loose jerkin. Dual-ribbon cloak.

Expressions

"They be lookin fer me, ykr Gotta go.", "They want tha damned group, they can go em themselves"

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Secrets

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