

2500 x 3235
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** 17)

CHA 18

Saving Throws
TODO Saving Throws
Skills
Performance; Stealth; D
History; Persuasion; Thi
Tools

Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages
Goblinoid Common Dra
,
Adjectives ,

Special Abilities

- Ambush; Darkvision
Inspiration; Counte
Expertise; Song of I
of All Trades | Psyc
Words of Terror; Ma
Whispers | Spellcas
1 - 4; 2 - 3; 3 - 3; 4

Special Equipment

- A small singing bow
can play almost like
lucimeter
and bells at the sam

Combat Tactics

Symmetry will parkour al
area - off walls, fences, n



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.", "The 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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Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Goblinoid Common Draconic El
Adjectives ,

Special Abilities

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

Special Equipment

- A small singing bowl that sh
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

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Factions

Passions

Self-Preservation. Wealth.

Secrets

Cell3

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