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

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

CHA 18 (+4)

> **Saving Throws** TODO Saving Throws 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) Speed 40.

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

CHA 18 (+4)

2500 x 3235

Image Dummy

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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". Brigl

orange eyes. Loose bootcut puffy pa Loose jerkin. Dual-ribbon cloak.

"They be lookin fer me, yknow. Gotta

go.", "They want that dames they can get em themselves" "They want that damned group

Bouncy and nervous but regains

check her vocal tone

Self-Preservation. Wealth.

Motivations

Secrets

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

Introduction

Expressions

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

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

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

Cell3

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

Motivations

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

Passions

Self-Preservation, Wealth,

Secrets

BACKGROUND STORY

Kobolds are kobolds. Well, not always. Symmetry (not her birth name) was raised in birth 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 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.

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

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

The small kobold crew 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 reward.

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

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able to terrify the
Watchman and escape.
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.