SYMMETRY GONN

young adult kobold chaotic neutral Level 10 bard

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

STR DEX CON INT 13 () 17 10 14 1

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 Immun Senses TODO Senses Languages

Goblinoid Common Drac

Adjectives ,

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Special Abilities

 Ambush; Darkvision Inspiration; Counte Expertise; Song of 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 san

Combat Tactics

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

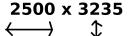


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ROLEPLAYING

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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Skills

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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 Man of Whispers to adopt the identity and flee.

Actions

Dagger - Dual Wield | Sling

Factions

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Passions

Self-Preservation. Wealth.

Secrets

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