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

13 17 10 14 17 (+2) (+4) (+0) (+2) (+4)

CHA

18 (+4)

> Saving Throws TODO Saving Throws Skills Performance; Stealth; Disguise; History; Persuasion; Thieves' T

Proficiencies TODO

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

Special Abilities

 Ambush; Darkvision | Bardic Inspiration; Countercharm; Expertise; Song of Rest; Jac All Trades | Psychic Blades; Words of Terror; Mantle of Whispers | Spellcasting: 0 -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 th 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 th identity and flee.

Actions

Dagger - Dual Wield | Sling

Factions

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 Bright orange eyes. Loose bootcut puffy pants. Loose jerkin. Dual-ribbon cloak.

Expressions

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

Mannerisms

Cell3

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

Motivations

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

Passions

Self-Preservation. Wealth.

Secrets

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Saving Throws

TODO Saving Throws **Skills**

Performance; Stealth; D History; Persuasion; Thi Tools

Proficiencies Damage Immunities TODO Damage Immunit

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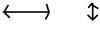


Image Dummy

ROLEPLAYING

Introduction

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

BACKGROUND STORY

Kobolds are kobolds. Well, always.Symmetry (no her birth name) was raised in a cavern den of the hundreds of kobolds making up the clan of Kut-Kut. They were dedicated serving the Red Dragon, Vys, lived deeper in the mountain. would task the clan with secur the cavern tunnels and with raiding nearby trading routes treasures to pile atop his hord One evening, Vys heard her singing and demanded she sit atop his horde for the rest of h life to entertain him.! 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 with Vys and her clan's unwillingness to stand up to th tyrant dragon. Vys would sleep often and would wake easily. I abhorred her silence and would punish her for it. She found a cunning solution. <i>"Vys, you want newer song You must be getting bored of

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Languages Goblinoid Common Drac

Adjectives ,

Special Abilities

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

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Combat Tactics

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Actions

Dagger - Dual Wield | Slir

Factions

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 st and steal valuables

Passions

Self-Preservation. Wealth.

Secrets

in his ear in draconic. <i>"Yes,"</i> the dragon's dee growl trembled the piles of gol and treasures, <i>"I am."</i> dragon chuckled sardonically. <i>"Well, I must read learn new songs. And to read I must be quiet."</i> <i>"Ay. Then silence for an ho </i>The great red dragon purr Symmetry (again, I in <i>not her birth name</i>) to an hour each day to learn mor songs, more spells, and more knowledge from the tomes and treasures that littered Vys' lair When a commanding officer of the Kut-Kut tribe rus in one day to alert Vys that a small party of heroes had breached the cave depths, cha ensued. Little did Vys know, th 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 bor over the weeks of travel that followed and set their sites on using their abilities to gain the own wealth. Upon arriving in a nearby city, they set forth to 'relieve' the population of thei wealth. On a night of rest in a removed alleyway, Symmetry's song of her groups' exploits w overheard by a beggarly huma who knew the value of being a to aid in disbanding this group bandits and, perhaps even mo so, the value of informing the watch as to the location of Vy lair. He turned the information over for a handsome reward.< The Regional Watch found band of kobolds with haste. Symmetry was a primary targe with her bright clothes and distinct appearance. However, using the secrets found in Vys lair, Symmetry was able to ter the Watchman and escape. Th rest of her band scattered.</p Symmetry has been in flig ever since and makes a good living from selling her secrets via letter - to the Regional Wat sending them on wild goose chases.

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PERSONALITY

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