# 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

CHA

18

Saving Throws
TODO Saving Throws
Skills
Performance; Stealth; Disguise
History; Persuasion; Thieves'

**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 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 Man of Whispers to adopt the identity and flee.

**Actions** 

Dagger - Dual Wield | Sling

**Factions** 

#### ROLEPLAYING

# Introduction

A flash of rusty scales and bright clothes darts from a dark alley across the stree

2500 x 3235  $\longleftrightarrow$   $\updownarrow$ Image Dummy ROLEPLAYING Introduction A flash of rusty scales and bright clothes darts from a dark alley across the street. "Cause a distraction!!' SYMMETRY GON young adult kobold **Appearance** chaotic neutral Level 10 bard Rusty red scales. Roughly 2'5". Bright orange

2500 x 3235

Image Dummy

"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, ykr Gotta go.", "They want tha damned group, they can go em themselves"

# Mannerisms

Cell3

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

#### **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 always.Symmetry (new her birth name) was raised in 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 secu the cavern tunnels and with raiding nearby trading routes treasures to pile atop his hore One evening, Vys heard her singing and demanded she sit atop his horde for the rest of life to entertain him. a great deal in the mind of anybody, really, even a kobol and Symmetry (again, not her birth name, but she won't tell grew disenfranchised with he with Vys and her clan's unwillingness to stand up to t tyrant dragon. Vys would slee often and would wake easily. abhorred her silence and wou punish her for it. She found a cunning solution. <i>"Vys, you want newer son You must be getting bored of ones I know"</i>, she whispe in his ear in draconic.<p: <i>"Yes,"</i> the dragon's de growl trembled the piles of go and treasures, <i>"I am."</i> dragon chuckled sardonically. <i>"Well, I must read learn new songs. And to read

must be quiet."</i>

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# **Expressions**

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# STR DEX CON INT WIS Mannerisms

13 () 17 10 14

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#### CHA

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#### **Motivations**

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# Passions

Self-Preservation. Wealth.

# Secrets

# **Saving Throws**

TODO Saving Throws **Skills**Performance: Stealth

Performance; Stealth; D History; Persuasion; Thi 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 - 4; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2;

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# **Actions**

Dagger - Dual Wield | Sling

#### **Factions**

<i>"Ay. Then silence for an he </i>The great red dragon pur Symmetry (again, I in <i>not her birth name</i>) to an hour each day to learn mo songs, more spells, and more knowledge from the tomes an treasures that littered Vvs' la When a commanding officer of the Kut-Kut tribe ru in one day to alert Vys that a small party of heroes had breached the cave depths, ch ensued. Little did Vys know, t 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 song and aid in their escape. The small kobold crew bo over the weeks of travel that followed and set their sites or using their abilities to gain th own wealth. Upon arriving in nearby city, they set forth to 'relieve' the population of the wealth. On a night of rest in a removed alleyway, Symmetry song of her groups' exploits w overheard by a beggarly hum who knew the value of being to aid in disbanding this grou bandits and, perhaps even mo so, the value of informing the watch as to the location of Vv lair. He turned the informatio over for a handsome reward. The Regional Watch found band of kobolds with haste. Symmetry was a primary targ with her bright clothes and distinct appearance. However using the secrets found in Vys lair, Symmetry was able to te the Watchman and escape. Th rest of her band scattered. Symmetry has been in flig ever since and makes a good living from selling her secrets via letter - to the Regional Wa sending them on wild goose chases.

#### PERSONALITY

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