# 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
 CHA

 13 ()
 17
 10
 14
 17
 18

Saving Throws TODO Saving Throws Skills

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**

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;

#### **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 Mantle of Whispers to adopt the identity and flee.

#### **Actions**

Dagger - Dual Wield | Sling

#### **Factions**

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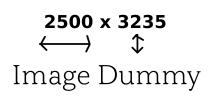
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# ROLEPLAYING

#### 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

## **Passions**

Self-Preservation. Wealth.

#### Secrets

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