

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

2500 x 3235
↔ ↑
Image Dummy

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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.

Cell3

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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