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 10 17 13 () 17 14 18

Saving Throws TODO Saving Throws

Performance; Stealth; Disguise; History; Persuasion; Thieves' Tools

Proficiencies TODO

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

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



CELL ONE

Saving Throws TODO Saving Throws Performance; Stealth; Disguise; History; Persuasion; **Proficiencies TODO 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 · 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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