

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

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Saving Throws

TODO Saving Throws

Skills

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

2500 x 3235

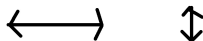


Image Dummy

Cell3

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

PERSONALITY
