# 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** TODO

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses

Languages Goblinoid Common Draconic Elven ,

Adjectives

ONE

## **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** 

# 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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