# SYMMETRY GONN

young adult kobold chaotic neutral Level 10 bard

Pronouns: she/her Occupations: Informer Armor Class 16 Hit Points 51 (TODO H Speed 40.

**STR DEX CON INT WIS** 13 () 17 10 14 17

**CHA** 18

Saving Throws

TODO Saving Throws **Skills** 

Performance; Stealth; D History; Persuasion; Thi Tools

Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses

**Languages**Goblinoid Common Drac

Adjectives ,

2500 x 3235

Image Dummy

### **Special Abilities**

 Ambush; Darkvisior Inspiration; Counte Expertise; Song of of All Trades | Psyc Words of Terror; Ma Whispers | Spellcas 1 - 4; 2 - 3; 3 - 3; 4

### **Special Equipment**

- A small singing bow can play almost like
- lucimeter
- · and bells at the san

### **Combat Tactics**

Symmetry will parkour al

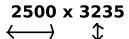


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## ROLEPLAYING

## 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

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Saving Throws
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Skills
Performance; Stealth; Disguise
History; Persuasion; Thieves'

### **Proficiencies TODO**

Damage Immunities
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Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Goblinoid Common Draconic El'
Adjectives ,

### Special Abilities

 Ambush; Darkvision | Bardic Inspiration; Countercharm; Expertise; Song of Rest; Jack 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 Man of Whispers to adopt the identity and flee.

#### **Actions**

Dagger - Dual Wield | Sling

#### **Factions**

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## **Passions**

Self-Preservation. Wealth.

Secrets

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"They be lookin fer me, ykr Gotta go.", "They want tha damned group, they can go em themselves"

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**Bright orange eyes. Loose** 

bootcut puffy pants. Loose

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