BACKGROUND

Kobolds are kobolds. Well, not always. Symmetry (not her birth name) was raised in a cavern den of the hundreds of kobolds making up the clan of Kut-Kut. They were dedicated to serving the Red Dragon, Vys, who lived deeper in the mountain. Vys would task the clan with securing the cavern tunnels and with raiding nearby trading routes for treasures to pile atop his horde. One evening, Vys heard her singing and demanded she

sit atop his horde for the

anybody, really, even a

kobold, and Symmetry

with Vys and her clan's

the tyrant dragon. Vys

would sleep often and

would wake easily. He abhorred her silence and

<i>"Vys, you want newer songs? You

must be getting bored of

the ones I know"</i>, she

<i>"Yes,"</i> the dragon's

deep growl trembled the

piles of gold and treasures, <i>"I am."</i> The dragon

chuckled sardonically.

<i>"Well, I must read

to learn new songs. And to

read I must be quiet."</i>

</i>The great red dragon

(again, I insist <i>not her

birth name</i>) took an

songs, more spells, and

littered Vys' lair.

more knowledge from the

tomes and treasures that

When a commanding

officer of the Kut-Kut tribe

rushed in one day to alert

Vys that a small party of

heroes had breached the

a ruse created by a small

to escape the caverns. In

Symmetry was able to

aid in their escape.

the ensuing chaos,

cave depths, chaos ensued.

Little did Vys know, this was

group of rebels who sought

distract Vys with songs and

The small kobold crew

travel that followed and set

bonded over the weeks of

their sites on using their

abilities to gain their own

wealth. Upon arriving in a

nearby city, they set forth

their wealth. On a night of

Symmetry's song of her

overheard by a beggarly

disbanding this group of

more so, the value of

human who knew the value of being able to aid in

bandits and, perhaps even

informing the watch as to

the location of Vys' lair. He turned the information over for a handsome reward. The Regional Watch found the band of

groups' exploits was

to 'relieve' the population of

rest in a removed alleyway,

purred.Symmetry

hour each day to learn more

<i>"Ay. Then

silence for an hour.

whispered in his ear in

draconic.

(again, not her birth name, but she won't tell) grew

disenfranchised with her life

unwillingness to stand up to

would punish her for it. She found a cunning solution.

deal in the mind of

rest of her life to entertain him.Not a great

STORY

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

Saving Throws

TODO Saving Throws Skills Performance: Stealth: Disquise: 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

my

Ambush: Darkvision | Bardic Inspiration; Countercharm; Expertise: Song of Rest: lack 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

The Windrunners

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.

2500 x 3235

Image Dummy

 \longleftrightarrow

ROLEPLAYING

A flash of rusty scales and bright

clothes darts from a dark alley acro the street. "Cause a distraction!!"

Rusty red scales. Roughly 2'5". Brigh

orange eyes. Loose bootcut puffy pa

"They be lookin fer me, yknow. Gotta

go.", "They want that damned group

Loose jerkin. Dual-ribbon cloak.

they can get em themselves"

Bouncy and nervous but regains

composure. Hums different notes to

Escaping a regional watch hoping to

disband a crew of kobolds believed

by a dragon to stir and steal valuable

Introduction

Appearance

Expressions

Mannerisms

check her vocal tone.

Self-Preservation Wealth

Secrets

STR DEX CON INT WIS

13 17 10 14 17 (+2) (+4) (+0) (+2) (+4)

CHA

18 (+4)

Saving Throws

TODO Saving Throws

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

Proficiencies TODO

Damage Immunities

Adjectives

TODO Damage Immunities Condition Immunities TODO Condition Immunities
Senses TODO Senses Languages Goblinoid, Common, Draconic, Elven,

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.

Dagger - Dual Wield | Sling

Factions

The Windrunners

ROLEPLAYING

A flash of rusty scales and bright clothes darts from a dark alley across the street.

Appearance

Rusty red scales, Roughly 2'5". Bright orange eyes. Loose bootcut puffy pants. Loose jerkin. Dual-ribbon cloak

Expressions

Cell3

"They be lookin fer me, yknow. Gotta go.", "They want that damned group, they can get em

Mannerisms

Escaping a regional watch hoping to disband a crew of kobolds believed sent by a dragon to stir and steal valuables

Passions

Secrets

Introduction

'Cause a distraction!!"

themselves'

Bouncy and nervous but regains composure. Hums different notes to check her vocal tone

Motivations

Self-Preservation, Wealth,

kobolds with haste.
Symmetry was a primary target with her bright clothes and distinct appearance. However, using the secrets found in Vys' lair, Symmetry was able to terrify the Watchman and escape. The rest of her band scattered.
Symmetry has been in flight ever since and makes a good living from selling her secrets - via letter - to the Regional Watch; sending them on wild goose chases.