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

CHA 18

> Saving Throws TODO Saving Throws Skills

Performance; Stealth; Disguise; History; Persuasion; Thieves' Too's

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

CELL 2

- 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

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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.

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Jack of All Trades | Blades; Words of Te Mantle of Whispers Spellcasting: 0 - 4; 3; 3 - 3; 4 - 3; 5 - 2;

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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.

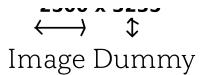
Motivations

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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