

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

**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

Factions

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2500 x 3235

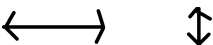
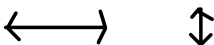


Image Dummy

2500 x 3235



# Image Dummy

## 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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Bottom