

## 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' T**

**Proficiencies** TODO

**Damage Immunities**  
**TODO Damage Immunities**  
**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 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!"

## Secrets

## Image Dummy

## Special Abilities

- Ambush; Darkvision; Inspiration; Counterspell; Expertise; Song of Inspiration; All Trades | Psychology; Words of Terror; Mantle of Whispers | Spellcasting: 1 - 4; 2 - 3; 3 - 3; 4

## Special Equipment

- A small singing bowl that can play almost like a bell
- lucimeter
- and bells at the same time

## Combat Tactics

Symmetry will parkour all over the area - off walls, fences, pipes, places, things - like a pinball. When the very first combatant falls, She will use Mantle of Whispers to adapt to the situation and flee.

## Actions

Dagger - Dual Wield | Sling

## Factions

eyes. Loose bootcut putty 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

</i> Vys' then silence for an m</p><p>The great red dragon pur</p><p>Symmetry (again, I i</i> not her birth name</i>) to an hour each day to learn mor songs, more spells, and more knowledge from the tomes an treasures that littered Vys' la</p><p>When a commanding officer of the Kut-Kut tribe ru in one day to alert Vys that a small party of heroes had breached the cave depths, ch ensued. Little did Vys know, t was a ruse created by a small group of rebels who sought to escape the caverns. In the ensuing chaos, Symmetry was able to distract Vys with song and aid in their escape.</p><p>The small kobold crew bo over the weeks of travel that followed and set their sites on using their abilities to gain th own wealth. Upon arriving in nearby city, they set forth to 'relieve' the population of the wealth. On a night of rest in a removed alleyway, Symmetry song of her groups' exploits w overheard by a beggarly hum who knew the value of being i to aid in disbanding this grou bandits and, perhaps even mo so, the value of informing the watch as to the location of Vy lair. He turned the informatio over for a handsome reward.</p><p>The Regional Watch found band of kobolds with haste. Symmetry was a primary targ with her bright clothes and distinct appearance. However using the secrets found in Vy lair, Symmetry was able to te the Watchman and escape. Th rest of her band scattered.</p><p>Symmetry has been in fli ever since and makes a good living from selling her secrets via letter - to the Regional Wa sending them on wild goose chases.</p>

## PERSONALITY

<p>Kobolds are kobolds. Well always.</p><p>Symmetry (n her birth name) was raised in cavern den of the hundreds o kobolds making up the clan o Kut-Kut. They were dedicated serving the Red Dragon, Vys, lived deeper in the mountain. would task the clan with secu the cavern tunnels and with raiding nearby trading routes treasures to pile atop his hor One evening, Vys heard her singing and demanded she sit atop his horde for the rest of life to entertain him.</p><p>a great deal in the mind of anybody, really, even a kobol and Symmetry (again, not her birth name, but she won't tell grew disenfranchised with he with Vys and her clan's unwillingness to stand up to t



tyrant dragon. Vys would sleep often and would wake easily. She abhorred her silence and would punish her for it. She found a cunning solution.

<i>"Vys, you want newer songs. You must be getting bored of the ones I know"</i>, she whispered in his ear in draconic.

<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 and learn new songs. And to read I must be quiet."</i>

<i>"Ay. Then silence for an hour"</i>The great red dragon purr.

Symmetry (again, I insist, <i>not her birth name</i>) took an hour each day to learn more songs, more spells, and more knowledge from the tomes and treasures that littered Vys' lair.

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 cave depths, chaos ensued. Little did Vys know, this was a ruse created by a small group of rebels who sought to escape the caverns. In the ensuing chaos, Symmetry was able to distract Vys with song and aid in their escape.

The small kobold crew booby-trapped the cave over the weeks of travel that followed and set their sites on using their abilities to gain their own wealth. Upon arriving in the nearby city, they set forth to 'relieve' the population of the wealth. On a night of rest in a removed alleyway, Symmetry's song of her groups' exploits was overheard by a beggarly human who knew the value of being paid to aid in disbanding this group of bandits and, perhaps even more so, the value of 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 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 tell 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.