# **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 (+2) (+4) (+0) (+2) (+4)

**Saving Throws** 

CHA

18 (+4) 2500 x 3235

Image Dummy

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> **Saving Throws TODO Saving Throws** Skills

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

**Proficiencies** TODO

**Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities** Senses TODO Senses Languages Goblinoid Common Draconic

#### Adjectives ,

**Special Abilities** 

Elven

• 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
- 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

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Goblinoid Common Draconic Elven, Adjectives ,

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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

#### **Passions**

Self-Preservation. Wealth.

#### **Secrets**

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## **Personality**