

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

18
(+4)

Saving Throws TODO Saving Thro
Skills
Performance; Stealth; Disguise; Hist
Persuasion; Thieves' Tools

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 Trades | Psychic Blades; Words of Terror; Mantle of Whispers | Spellcasting: 0 - 4; 1 - 4; 2 - 3; 3; 4 - 3; 5 - 2;

Special Equipment

- A small singing bowl that she c play almost like a drum
- lucimeter
- and bells at the same time.

Combat Tactics

Symmetry will parkour about the ar off walls, fences, people, places, th - like a pinball in song. When the ve 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

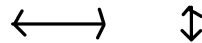


Image Dummy

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

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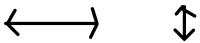


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ROLEPLAYING

Introduction

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

Appearance

Combat Tactics

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

Actions

Dagger - Dual Wield | Sling

Factions

Passions

Self-Preservation. Wealth.

Secrets

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BACKGROUND STORY

Kobolds are kobolds. Well, not always. Symmetry (not her birth name) was raised in a cavern 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 rest of her life to entertain him. Not a great deal in the mind of anybody, really, even a kobold, and Symmetry (again not her birth name, but she won't tell Vys and her clan's unwillingness to stand up to the tyrant dragon. Vys would sleep often and would wake easily. He abhorred her silence and would punish her for it. She found a cunning solution. "Vys, you want newer songs? You must be getting bored of the ones I know" she whispered in his ear in draconic. "Yes," the dragon deep growl trembled the piles of gold and treasures, "I am." The dragon chuckled sardonically. "Well, I must read to learn new songs. And to read I must be quiet." "Ay. Then silence an hour." The great red dragon purred. Symmetry (again, insist not her birth name) 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 songs and aid in their escape.

The small kobold crew bonded over the weeks of travel that followed and set their sites on using their abilities to gain their own wealth. Upon arriving in a nearby city, they set forth to 'relieve' the population of their wealth. On a night of rest in a remote alleyway, Symmetry's song of her groups' exploits was overheard by a beggarly human who knew the value of being able 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. Symmetry turned the information over for a handsome reward.

The Regional Watch found the band of kobolds with haste. Symmetry was the primary target with her bright clothing and distinct appearance. However, using the secrets found in Vys' lair, Symmetry was able to terrify the Watchman and escape. The rest of the 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.

PERSONALITY