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'

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 Man 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 stree "Cause a distraction!!"

Appearance

Rusty red scales. Roughly 2 Bright orange eyes. Loose bootcut puffy pants. Loose jerkin. Dual-ribbon cloak.

Expressions

"They be lookin fer me, ykr Gotta go.", "They want tha damned group, they can go em themselves"

Mannerisms

Cell3

Bouncy and nervous but regains composure. Hums different notes to check he 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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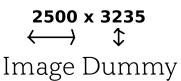
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Adjectives ,

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Special Equipment



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.", "The want that damned group, they can get em themselves"

Mannerisms

BACKGROUND STORY

Kobolds are kobolds. Well, I always.Symmetry (not birth name) was raised in a cav den of the hundreds of kobolds making up the clan of Kut-Kut. were dedicated to serving the F Dragon, Vys, who lived deeper i the mountain. Vys would task tl clan with securing the cavern tunnels and with raiding nearby trading routes for treasures to atop his horde. One evening, Vy heard her singing and demande she sit atop his horde for the re her life to entertain him. Not a great deal in the mine anybody, really, even a kobold, Symmetry (again, not her birth name, but she won't tell) grew disenfranchised with her life wi Vys and her clan's unwillingnes stand up to the tyrant dragon. \ would sleep often and would wa easily. He abhorred her silence would punish her for it. She fou cunning solution.<i>"\ you want newer songs? You mu getting bored of the ones I know </i>, she whispered in his ear in draconic.<i>"Yes,"</i> dragon's deep growl trembled t piles of gold and treasures, <i> am."</i> The dragon chuckled sardonically.<i>"Well, must read to learn new songs. I to read I must be quiet."</i></r <i>"Ay. Then silence for an hour." </i>
The great red dragor purred.Symmetry (aga insist <i>not her birth name</i> took an hour each day to learn songs, more spells, and more knowledge from the tomes and reacures that littered Wellair

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Secrets

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Personality

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