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Image Dummy

Symmetry Gonn

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
(+2)	(+4)	(+0)	(+2)	(+4)	(+4)

Saving Throws -
Skills -
 Performance; Stealth; Disguise; History;
 Persuasion; Thieves' Tools
Proficiencies -
Proficiency Mod - +4

Languages -
 Goblinoid Common Draconic Elven
Adjectives -

Special Abilities -
Special Equipment -
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 -
Factions -
The Windrunners
 Role:

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.

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Passions

Self-P
 Wealth.

Secrets

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

Actions

Factions

The Windrunners

Role: