

BACKG STORY

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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 -
Skills -

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

Proficiencies -
Proficiency Mod - +4

Languages -
Goblinoid Common Draconic
Elven
Adjectives -

2500 x 3235

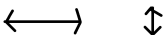


Image Dummy

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
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Special Abilities

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that damned group,
they can get em
themselves"

Mannerisms

Bouncy and nervous
but regains composure.

x 3235



Dummy

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

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.

The Windrunners
Role:

Mannerisms

Motivations

Passions

Secrets

Bouncy and nervous but regains composure. Hums different notes to check her vocal tone.

Escaping a regional watch hoping to disband a crew of kobolds believed sent by a dragon to stir and steal valuables

Self-Preservation.
Wealth.

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Wealth.

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