

## 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 Throws  
**Skills**  
Performance; Stealth;  
Disguise; History;  
Persuasion; Thieves' Tools  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Goblinoid  
Common Draconic Elven  
**Adjectives**

### Special Abilities

-

### Special Equipment

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### 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

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Persuasion; Thieves' Tools

**Proficiencies** TODO

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### Actions

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### Factions

The Windrunners

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

### Passions

Self-Preservation. Wealth.

### Secrets

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