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Image Dummy

2500 x 3235  
↔ ⇅  
Image Dummy

Symmetry Gonn

**SYMMETRY GONN**

*Young Adult Kobold  
Chaotic Neutral  
Level 10 Bard*

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**Pronouns** - she/her  
**Occupations** - Informer  
**Armor Class** - 16  
**Hit Points** - 51 (TODO Hitdice)  
**Speed** - 40.

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STR	DEX	CON	INT	WIS	CHA
13	17	10	14	17	18
(+2)	(+4)	(+0)	(+2)	(+4)	(+4)

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

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**Languages** -  
 Goblinoid Common Draconic Elven  
**Adjectives** -

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**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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**Motivations**  
 Escapism. She will watch her crew believed to stir and passion.

**Passions**  
 Self-Passion. 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: