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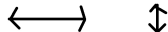


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SYMMETRY GONN

*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

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

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CHA
18
(+4)

Saving Throws TODO Saving Throws
Skills **Skills** Performance; Stealth; Disguise; History; Persuasion; Thieves' Tools
Proficiencies TODO
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,

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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.

BACK STORY

Well, Symmetry's birth name is a cavern hundreds making up Kut. They to serving Vys, who the mour task the the caver with raidi trading re treasures horde. Or heard he demande horde for life to enl

Not a mind of a even a ko Symmetry's birth name tell) grew with her her clan's stand up dragon. V often and easily. He silence at her for it. cunning s

"Vys, songs? Y getting b know", sh his ear in

"Yes, deep gro piles of g treasures dragon cl sardonica

"Well, learn nev read I mu

"Ay. an hour." dragon p

Symmetry insist not took an h learn mo spells, an knowledge and treas Vys' lair.

When officer of rushed in Vys that heroes ha cave dep ensued. I know, thi created b of rebels escape th ensuing c was able with song escape.

The s bonded co travel tha

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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

disband a crew of kobolds believed s
by a dragon to stir and steal valuabl

Passions

Self-Preservation. Wealth.

Secrets

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Actions

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Factions

The Windrunners

Secrets

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