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	СНА
13	17	10	14	17	18
(+2)	(+4)	(+0)	(+2)	(+4)	(+4)

Skills -

x 3235

Dummy

Persuasion; Thieves' Tools

Proficiency Mod - +4

Languages -

Adjectives -

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

Image Dun

ROLEPLAYING

"Cause a distraction!!"

Loose jerkin. Dual-ribbon cloak.

A flash of rusty scales and bright clothes

Rusty red scales. Roughly 2'5". Bright

orange eyes. Loose bootcut puffy pants.

"They be lookin fer me, yknow.

Bouncy and nervous but regains

composure. Hums different notes to check

Gotta go.", "They want that damned

group, they can get em themselves"

darts from a dark alley across the street.

Introduction

Appearance

Expressions

Mannerisms

Symmetry GONN

Young Adult Kobold 2500 x 323 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 -Saving Throws -Skills -

Performance; Disguise; History; Persuasion; Thieves' Tools **Proficiencies** -

Languages -Goblinoid Common Draconic Elven Adjectives -

Special Abilities

Special Equipment

Combat Tactics

Symmetry 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

ROLEPLAYING

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Expressions

"They be lookin fer me, yknow. Gotta go.", "They want that damned group, they can get em themselves"

Mannerisms

Bouncy and nervo but regains composu Hums different notes check her vocal tone.

Motivations

Escaping a regio watch hoping to disba a crew of kobo believed sent by a drag to stir and steal valuab

Passions

Self-Preservation. Wealth.

Secrets

Saving Throws -

Performance; Stealth; Disguise; History;

Proficiencies -

Goblinoid Common Draconic Elven

Special Abilities

Role:

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

Actions -

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Factions

The Windrunners Role: