



# 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

- - -

## 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

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

# 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** **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** Ambush;  
Darkvision | Bardic  
Inspiration; Countercharm;  
Expertise; Song of Rest;  
Jack of All Trades | Psychic  
Blades; Words of Terror;  
Mantle of Whispers |  
Spellcasting: 0 - 4; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2;  
**Special Equipment** A small singing bowl that she can play almost like a drum lucimeter and bells at the same time.

## 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

Dagger - Dual Wield | Sling

## Factions

The Windrunners

# 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

# BACKGROUND STORY

I

i  
my

Cell3