

Symmetry Gonn

## SYMMETRY GONN

*Young Adult Kobold  
Chaotic Neutral  
Level 10 Bard College Of Whispers*

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

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

### Saving Throws - Skills -

{ "Kobold Traits" => [ { "Darkvision" => "You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Grovel, Cower & Beg" => "As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.", "Pack Tactics" => "You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and

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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 bootycut 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

Most of what she informs the authorities is lies

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**Proficiencies** -  
**Proficiency Mod** - +4

**Languages** -  
Goblin Common Draconic Elvish  
{ "id"=>"the\_windrunners", "name"=>"The Windrunners" }

**Adjectives** - Clever, Nervous, Talented,

**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** -

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