

## BACKG STORY

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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**  
**18**  
**(+4)**

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

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

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  
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**Special Abilities**

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themselves"

### Mannerisms

Bouncy and nervous  
but regains composure.

x 3235  
↕  
Dummy

## 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:

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

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