

## 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**

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2500 x 3235  
↔ ↑  
Image Dummy

## ROLEPLAYING

### Introduction

A flash of rusty scales and bright  
clothes darts from a dark alley  
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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 bootcut puffy pants.  
Loose jerkin. Dual-ribbon  
cloak.

### Expressions

"They be lookin fer me,  
yknow. Gotta go.", "They  
want that damned group,

**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**

**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**

<p><b>Condition Immunities</b></p> <p>TODO Condition Immunities</p> <p><b>Senses</b> TODO Senses</p> <p><b>Languages</b> Goblinoid</p> <p>Common Draconic Elven</p> <p><b>Adjectives</b></p>	<p>Cell3</p>
<p><b>Special Abilities</b></p> <p>-</p> <p><b>Special Equipment</b></p> <p>-</p> <p>-</p>	
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**Secrets**

Not always  
Symmel (name) was r den of the h making up ti They were d the Red Dra deeper in th would task t securing the and with raic routes for tr his horde. O heard her si demanded s horde for the entertain hi

Not a gr mind of anyl kobold, and, not her birth won't tell) gi disenfranchi with Vys and unwillingnes the tyrant di sleep often i easily. He al and would p found a cuni

"Vys, yo songs? You i bored of the whispered ir draconic.

"Yes," th growl tremb and treasure dragon chuc

"Well, I new songs. be quiet."

"Ay. The hour." The g purred.

Symmel not her birth hour each di songs, more knowledge f treasures th

When a officer of the rushed in on that a small had breache chaos ensue know, this w by a small g sought to es In the ensuir Symmetry w Vys with sor escape.

The sma bonded over travel that fi their sites o abilities to g wealth. Upo nearby city, 'relieve' the wealth. On a removed all song of her i was overhear human who being able t this group o perhaps eve value of info to the locati turned the ir a handsome

The Reg the band of Symmetry w with her brig distinct appe using the se lair, Symmel terrify the W escape. The scattered.

Symmel flight ever si good living f secrets - via Regional Wa on wild goo