

## 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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## ROLEPLAYING

### Introduction

A flash of rusty scales and bright clothes darts from a dark alley across the street. "Cause a distraction!!"

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### 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 see get em."

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

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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 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

TODO Condition Immunities  
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**Languages** Goblinoid  
Common Draconic Elven  
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