

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 17 10 14 (+2) (+4) (+0) (+2) (+4)

CHA 18 (+4)

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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

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ROLEPLAYING

A flash of rusty scales and bright

clothes darts from a dark alley acro the street. "Cause a distraction!!"

Rusty red scales. Roughly 2'5". Brigh

orange eyes. Loose bootcut puffy pa

"They be lookin fer me, yknow. Gotta

go.", "They want that damned group

Escaping a regional watch hoping to

disband a crew of kobolds believed s

by a dragon to stir and steal valuable

Loose jerkin. Dual-ribbon cloak.

they can get em themselves"

Introduction

Appearance

Expressions

Mannerisms

Motivations

Secrets

check her vocal tone.

Self-Preservation Wealth

Saving Throws **TODO Saving Throws** Skills Skills Performance; Stealth; Disguise; History;

Persuasion; Thieves' Tools

Proficiencies TODO **Damage Immunities**

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Senses TODO Senses Languages Goblinoid Common Draconic Flyen **Adjectives**

Special Abilities

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Bouncy and nervous but regains composure. Hums different notes to

Combat Tactics

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Actions

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

Cell3

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

Symi birth nam a cavern hundreds making u Kut. They to serving Vys, who task the the caver trading ro treasures horde. Or

heard he

demande horde for

BACK

Well,

life to ent Not a mind of a even a ko Symmetr birth nam tell) grew with her l her clan's stand up dragon. \
often and easily. He silence a her for it. cunning s

"Vys, songs? Yo getting b know", sł his ear in "Yes, deep gro treasures dragon cl sardonica "Wel

learn nev read I mu "Ay. an hour." dragon p

Symi insist not took an h learn mo spells, an knowledg and treas Vys' lair. Whei

officer of rushed in Vys that heroes ha cave dep ensued. I know, thi created b of rebels escape th ensuing (was able with sono escape.

The s travel tha set their their abil in a near forth to 'i populatio On a nigh removed Symmetr groups' e overhear human w value of I bandits a more so, informing

over for a reward.

The I found the with hast a primary bright clc appearar using the Vys' lair, able to te Watchma The rest scatterec Symi flight eve makes a selling he letter - to Watch; se wild goos