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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 CHA 13 17 10 17 18 (+4)(+2)(+4)(+0)(+2)(+4)

Saving Throws -

Skills -

x 3235

Dummy

Performance; Stealth; Disguise; History; Persuasion; Thieves' Tools

**Proficiencies** -

**Proficiency Mod - +4** 

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

2500 x 323 ← → ↓

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## ROLEPLAYING

## Introduction

A flash of rusty sca and bright clothes da from a dark alley acro the street. "Cause distraction!!"

#### **Appearance**

Rusty red scal Roughly 2'5". Brig orange eyes. Loc bootcut puffy par Loose jerkin. Dual-ribb

## Expressions

"They be lookin fer me, yknow. Gotta go.", "They want that damned group, they can get em themselves"

## Mannerisms

Bouncy and nervo but regains composu Hums different notes check her vocal tone.

## Motivations

Escaping a regio watch hoping to disba a crew of kobo believed sent by a drag to stir and steal valuab

#### **Passions**

Self-Preservation. Wealth.

Sacrate

# 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

Bouncy and nervous but regains

Role: 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

Whispers to adopt the identity and flee.

Secrets

Actions

Factions
The Windrum

The Windrunners Role: