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Image Dummy

2500 x 3235  
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Image Dummy

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	14	17	18
(+2)	(+4)	(+0)	(+2)	(+4)	(+4)

Saving Throws -  
Skills -  
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  
Role:

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 composure. Hums different notes to check her vocal tone.

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### 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

### Actions

### Factions

#### The Windrunners

Role: