

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

CHA 18 (+4)

x 3235

1

Dummy

Saving Throws -Skills -

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

Proficiencies -Proficiency Mod - +4

Languages -

Goblinoid Common Draconic

Adjectives -

2500 x 3235 \longleftrightarrow \updownarrow

Image Dummy

ROLEPLAYING

Introduction

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

Appearance

Rustv red scales. Roughly 2'5". Bright orange eyes. Loose bootcut puffy pants. Loose jerkin. Dualribbon cloak.

Expressions

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

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; History; Disguise; Persuasion; Thieves' Tools Proficiencies - TODO **Damage Immunities -**

TODO Damage Immunities Condition Immunities -TODO Condition

Immunities Senses - TODO Senses

Languages -Goblinoid Common Draconic Elven

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. BACKG STORY

> Kobo Well, no

Sym birth na a cave hundred making Kut-Kut. dedicate Red Dr lived mountai the clan cavern raiding routes pile ato evening singing she sit a the res entertai Not the mi really, e Symmet birth na tell) gre with her her cla to stand dragon. often a easily. silence her for cunning "Vys songs? getting I know", his ear i "Yes deep gr piles

treasure dragon sardonic "Wei learn ne read I m "Ay. an hour

dragon i Sym insist no took an learn m spells, knowled tomes a littered '

Whe officer o rushed i Vys that

heroes I

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:

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

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:

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

cave ensued. know, t created of rebel escape the & Symmet distract and aid

The bonded travel t set thei their abi own arriving they set the pop wealth. in a re **Symmet** groups' overhea human value of in disba of band even m of inforr to the lo He turne over fo reward. The

found th
with h
was a pi
her bri
distinct
Howeve
secrets
Symmet
terrify th
escape.
band sca

Sym in flight makes a selling I letter -Watch; wild goo