

## BACKG STORY

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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
13	17	10	14	17
(+2)	(+4)	(+0)	(+2)	(+4)

**CHA**  
18  
(+4)

**Saving Throws** -  
**Skills** -

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

**Proficiencies** -  
**Proficiency Mod** - +4

**Languages** -  
Goblinoid Common Draconic  
Elven  
**Adiectives** -

2500 x 3235

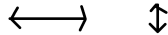


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## ROLEPLAYING

### Introduction

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

### 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  
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TODO Saving Throws  
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Disguise; History;  
Persuasion; Thieves' Tools

**Proficiencies** - TODO  
**Damage Immunities** -  
TODO Damage Immunities  
**Condition Immunities** -  
TODO Condition

Immunities  
**Senses** - TODO Senses  
**Languages** -  
Goblinoid Common  
Draconic Elven

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that damned group,  
they can get em  
themselves"

### Mannerisms

Bouncy and nervous  
but regains composure.

x 3235  
↓  
Dummy

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

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

Special Abilities

Special Equipment

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