

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;
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

2500 x 3235

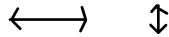


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ROLEPLAYING

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
damned group, they 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

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BACK STORY

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