



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

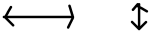


Image Dummy

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

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 **Skills** Performance;
Stealth; 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,
Adjectives

Special Abilities Ambush;
Darkvision | Bardic
Inspiration; Countercharm;
Expertise; Song of Rest;
Jack of All Trades | Psychic
Blades; Words of Terror;
Mantle of Whispers |
Spellcasting: 0 - 4; 1 - 4; 2 -
3; 3 - 3; 4 - 3; 5 - 2;
Special Equipment A
small singing bowl that she
can play almost like a drum
lucimeter and bells at the
same time.

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

Dagger - Dual Wield | Sling

Factions

The Windrunners

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

BACKGROUND STORY

E

Cell3