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

CHA

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

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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

-

Special Equipment

-

-

Combat Tactics

Symmetry will parkour about the area - off walls,

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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.

BACK STORY

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Symm
birth name
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of kobolds
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to distract
and aid in

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CHA
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(+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

disband a crew of kobolds believed s
by a dragon to stir and steal valuabl

Passions

Self-Preservation. Wealth.

Secrets

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

Secrets

their sites abilities to wealth. Up nearby city to 'relieve' their wealt rest in a re Symmetry groups' ex overheard human wh of being at disbanding bandits an more so, tl informing t the locatio turned the for a hand!

The Re found the l with haste a primary t bright clotl appearanc using the s Vys' lair, S able to ter Watchman rest of her

Symm flight ever a good livi her secrets the Region sending th chases.