

## 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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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

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Persuasion; Thieves' Tools

**Proficiencies** TODO

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TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
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### Special Equipment

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## BACK STORY

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"Yes,"  
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"Well, I  
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