

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

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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!!"

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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 see get em."

x 3235
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TODO Condition Immunities
Senses TODO Senses
Languages Goblinoid
Common Draconic Elven
Adjectives

Special Abilities

-

Special Equipment

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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

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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

TODO Condition Immunities
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Senses TODO Senses
Languages Goblinoid
Common Draconic Elven
Adjectives

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