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### YASLOH "BRAIN"

Early Middle Age Swamp Gnome  
Lawful Evil  
Level 15 Mage

**Pronouns** - he/him  
**Occupations** - Scrum wizard  
**Armor Class** - 14  
**Hit Points** - 55 (TODO Hitdice)  
**Speed** - 25.

STR	DEX	CON	INT	WIS	CHA
14	10	11	19	3	5
(+2)	(+0)	(+1)	(+5)	3 (-3)	5 (-2)

**Saving Throws** -  
**Skills** - Arcana; History; Religion; Nature  
**Proficiencies** -  
**Proficiency Mod** - +5

**Languages** - Human gnomish  
**Adjectives** - Thoughtful,

**Special Abilities** -  
**Special Equipment** -  
**Combat Tactics**  
Yasloh will rarely engage in direct hand-to-hand combat and almost exclusively rely on his spells to create distance and eliminate hostiles.  
**Actions** -  
**Factions**  
**Scrum Wizards**  
Role:

### ROLEPLAYING

#### Introduction

"You're carrying that wrong," declares a robed, trinketed gnome, walking youward. "Let me share my learnings with you."

#### Appearance

Cross-eyed; powerful, like a wild cat; intense; wears showy expensive jewelry, bits of coloured paper pasted on pants.

#### Expressions

(Interrupting) "I know what you're going to say"; "I think very, very deeply"; "You're where I was at ten years ago."

#### Mannerisms

Constantly rubbing knuckles, flexing his jaw and his triceps; sighs in disappointment whenever others speak.

#### Motivations

Wants to lead other wizards in the building of new, never-before-invented magical devices; sees himself as a mentor.

#### Passions

Innovation and guiding others into a new and vibrant future.

#### Secrets

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