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Image Dummy

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
14	10	11	19	3
(+2)	(+0)	(+1)	(+5)	(-3)

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

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(+2)	(+0)	(+1)	(+5)	(-3)

CHA
5
(-2)

Saving Throws
TODO Saving Throws
Skills **Skills** Arcana;
History; Religion; Nature
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Human
gnomish
Adjectives Thoughtful,

Special Abilities

Special Equipment

Combat Tactics

Yasloh will rarely engage in

ROLEPLAYING

Introduction

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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

BACK
STORY

Three swampland. The swampy Yasloh mount glimmered in the sun, "I already had a bit of trouble slapping and running vigorously himself. One day he stepped into the cave and found a ground of Kol-ou. He used to go into the Kol-ou swamp, forgot to think about the mind to play his idea.

Three small human way toward the Halfing militia part. "Who goes the lieutenant began to run and found who does asked him. "Who goes lieutenant well, I had him. He said "Brain!" Yasloh only thing "Brain" applied to the militia part. "Who goes the lieutenant actually was a gnome...", lieutenant "covered in Yasloh rep gnome". "I such..." Yasloh soldier and glance. Silently "Brain" a part and change.

During time his m criss-cross shimmering incoherent languages

CHA
5
(-2)

Saving Throws

TODO Saving Throws

Skills

Arcana; History; Religion;
Nature

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition
Immunities

Senses TODO Senses

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

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

direct hand-to-hand combat and almost exclusively rely on his spells to create distance and eliminate hostiles.

Actions

-

Factions

Scrum Wizards

others into a new and vibrant future.

Secrets

languages
hallucinati
began to c
gears, sigil
glyphs, an
great powe
though Yas
asleep in t
camp and
muttering
incompreh
increasing
was nearly
young Half
approache
awake. "Si
okay? Are
Yasloh sho
bathtub sc
valorously,
mate!" He
his past bu
many mag
that would
future.