

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)

5 (-2)

3235

)ummy

1

Saving Throws

TODO Saving Throws **Skills**

Arcana; History; Religion; Nature

Proficiencies

Damage ImmunitiesTODO 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 -

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, neverbefore-invented magical devices; sees himself as a mentor.

Passions

Innovation and guiding others into a new and vibrant future.

Secrets

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)

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

Actions

-

Factions

Scrum Wizards

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."

Cell3

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

Motivations

Mannerisms

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

Gnome sun, "Y already bit of fl slapped and rul vigorou himself day ha steppe cave at ground of Kol-c anothe used to into the Kol-ouc forgott swamp mind b pit swa

Three o

BACK STOR

The

Yasloh. mounta glimme

humanoid I towards a r military car there?", cri-lieutenant. began to re who does g asked hims 'Who goes lieutenant a well, I had I him. He see "Brain!" Ya: only thing h "Brain" app militia part smarts he having no i actually wa gnome.. lieutenant i "covered in Yasloh repl gnome". "B such..." Yas soldier an i glance. Sile "Brain" a pl and change

During time his mi criss-crossi shimmering incoherent languages. hallucinatic began to co gears, sigils glyphs, and great powe though Yas asleep in th camp and h muttering i in an increa until he wa shouting. A soldier app him awake. you okay? Yasloh shot bathtub scr valorously, mate!" He i past but no magical inv would defin