

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

CHA (-2)

x 3235 1 Dummy 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

2500 x 3235 \longleftrightarrow

Image Dummy

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) 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

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Gnome Lawful Evil Level 15 Mage

Occupations -Scrum wizard **Armor Class - 14 Hit Points -**55 (TODO Hitdice)

BACKG STORY

any swa Except f **Emergin** mountai glimmer Gnome: sun, "Ye that aire coughed in his ha his hand rubbed t laughing "What d to offer? forward and his ground. swamps deceive Whoeve be was a gritty sa oug. How forgotte swamp? thought mind be Flayer p consum

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Mannerisms

others speak.

Motivations

Constantly

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and his triceps; sighs in

disappointment whenever

Wants to lead other

never-before-

wizards in the building of

invented magical devices;

sees himself as a mentor.

Thre small hu his way makeshi military there?", lieutena began to itself an Well, wh He aske Nothing. there?" asked ac had bett He seem "Brain!" the only think. "E the milit all the s before b who he innit a g halfling remarke muck". replied, gnome" such..." soldier a glance. gave "Bi

Early Middle Age Swamp

Pronouns - he/him **Speed - 25.**

STR DEX CON INT WIS

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

Actions

Factions

Scrum Wizards -

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

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

5 (-2) Passions
Innovation and
guiding others into a new
and vibrant future.

Secrets

Saving Throws -TODO Saving Throws Skills -

Arcana; History; Religion; Nature

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

clean up Duri time his criss-cro shimme incohere languag hallucina began to gears, si machina and loca power. I though ' asleep in camp ar mutterir incompr increasii he was r young H approac awake. ' okay? Aı Yasloh s bathtub valorous mate!" I his past

many m

that wou

future.