YASLOH "BRAIN

early middle age swamp gnor lawful evil Level 15 mage

Pronouns: he/him Occupations: Scrum w Armor Class 14 Hit Points 55 (TODO H Speed 25.

STR DEX CON INT WIS 14 () 10 11 19 3

CHA 5

> Saving Throws TODO Saving Throws Skills

Arcana; History; Religior **Proficiencies**

Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages Human gna
Adjectives Thoughtful

Special Abilities

Malleable Illusion | I
 Self | Illusory Realit
 0 -5; 1 - 4; 2 - 3; 3 2; 6 - 1; 7 - 1; 8 Improved Minor Illu

Special Equipment

- Thaum gauge on a
- a personal thaumor to detect concentra magical potential.

Combat Tactics

Yasloh will rarely engage hand-to-hand combat an exclusively rely on his sp create distance and elim hostiles

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

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Occupations: Scrum wizard

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Hit Points 55 (TODO Hitdice)

Speed 25.

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Proficiencies TODO

Damage Immunities
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Condition Immunities
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Senses TODO Senses
Languages Human gnomish,
Adjectives Thoughtful,

Special Abilities

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 | Illusory Reality | Spells: 0 -!
 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2;
 1; 7 - 1; 8 - 1; | Improved Mir Illusion

Special Equipment

- Thaum gauge on a wristband
- a personal thaumometer use to detect concentrations of magical potential.

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

Quarterstaff

Factions

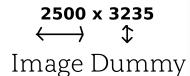
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Secrets

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