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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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14	10	11	19	3
(+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

There real swamp. G for Yasloh a mounta dimly glin morning, sputtered yes, I kno and cougl flem in hi slapped h together a vigorously himself. " day have stepped f cave and ground. T of Kol-ouc yet anoth Yasloh us absorbed sandy mi How coul the blood the last th crossed h the Mind l consumer

Three day humanoi towards a Halfling r "Who goe the lieute began to and found who does asked hir "Who goe lieutenant Oh, well, answer h importan shouted t could thi approach party hav he had b no idea w was. "Oy, gnome... lieutenant "covered Yasloh re gnome". such..." Y soldier ar glance. S "Brain" a and chan During th his mind crossing shimmeri incohera

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

inferred
language
hallucina
began to
gears, sig
machinat
locations
appeared
Yasloh ha
the bath
he began
incompre
increasin
was near
young Ha
approach
awake. "S
okay? Are
Yasloh sh
bathtub s
valorousl
mate!" H
his past b
many ma
that woul
future.