



## 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)

**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

2500 x 3235



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) "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

Innovation and guiding others into a new and vibrant future.

### Secrets

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**Saving Throws**  
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**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**  
Malleable Illusion | Illusory Self | Illusory Reality |  
Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2; 6 - 1; 7 - 1; 8 - 1; | Improved Minor Illusion  
**Special Equipment**  
Thaum gauge on a wristband a personal thaumometer used 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

Scrum Wizards

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## BACKGROUND STORY

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