

## BACKG STORY

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## 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** -  
**Skills** -  
Arcana; History; Religion;  
Nature  
**Proficiencies** -  
**Proficiency Mod** - +5

**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.

2500 x 3235

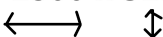


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## ROLEPLAYING

### 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

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TODO Saving Throws  
**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  
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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.

x 3235  
↑  
Dummy

## Actions

## Factions

## Scrum Wizards

Role:

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

spells to create distance and eliminate hostiles.

## Actions

## Factions

## Scrum Wizards

Role:

## Secrets

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