

YASLOH "BRAIN"

*early middle age swamp
gnome
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
(+2)	(+0)	(+1)	(+5)	(-3)

CHA

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5
(-2)

Saving Throws TODO Saving Thro
Skills Arcana; History; Religion; Na
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
2 - 3; 3 - 3; 4 - 3; 5 - 2; 6 - 1; 7
8 - 1; | Improved Minor Illusion

Special Equipment

- Thaum gauge on a wristband
- a personal thaumometer used t
detect concentrations of magic
potential.

Combat Tactics

Yasloh will rarely engage in direct h
to-hand combat and almost exclusi
rely on his spells to create distance
and eliminate hostiles.

Actions

Quarterstaff

Factions

ROLEPLAYING

Introduction

"You're carrying that wrong,"
declares a robed, trinketed gnc
walking youward. "Let me shar
my learnings with you."

Appearance

2500 x 3235
↔ ↕
Image Dummy

sigils, machinations, glyphs, and locations of great power. It appeared as though Yasloh had fallen asleep in the bath at the camp and he began muttering incomprehensibly in an increasing volume until he was nearly shouting. A young Halfling soldier approached to shake him awake. "Sir? Are you okay? Are you..." And Yasloh shot up in the bathtub screaming valorously, "I've got it mate!" He may have lost his past but now saw the many magical inventions that would define his future.

PERSONALITY