

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

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(-2)

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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

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(-2)

Saving Throws
TODO Saving Throws

Skills
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Proficiencies

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages Human gnomish

Adjectives Thoughtful

Special Abilities

- Malleable Illusion | Illusionary Self | Illusory Reality
0 -5; 1 - 4; 2 - 3; 3 - 2; 6 - 1; 7 - 1; 8 - 1
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Special Equipment

- Thaum gauge on a wrist
- a personal thaumometer to detect concentration of magical potential.

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Yasloh will rarely engage in hand-to-hand combat and exclusively rely on his spells to create distance and eliminate hostiles.

Actions

Quarterstaff

Factions

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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BACKGROUND STORY

<p>There really aren't any swamp Gnomes. Except for Yasloh. Emerging from a mountain cave on a dimly glimmering morning, the Gnome sputtered at the sun, "Yes, yes, I know that already", and coughed up a bit of muck in his hand. He slapped his hand together and rubbed them vigorously, laughing to himself. "What does this day have to offer?" He stepped forward out of the cave and his foot found no ground. The black swamps of Kol-out had deceived yet another. Whoever Yasloh used to be was absorbed into the gritty sandy mire of Kol-oug. How could I have forgotten the bloody swamp? Was the last thought that crossed his mind before the Mind Flayer pit swamp consumed his identity.</p><p>Three days later a small humanoid limped his way towards a makeshift Halfling military camp. "Who goes there?", cried the lieutenant. The "Brain" began to reflect upon itself and found nothing. Well, who does go here? He asked himself. Nothing. "Who goes there?" The lieutenant asked again. Oh, well, I had better answer him. He seems important. "Brain!" Yasloh shouted the only thing he could think. "Brain" approached the militia party having the smarts he had before but having no idea who he actually was. "Oy, it's a gnome...", the halfling lieutenant remarked, "covered in muck". "Yes" Yasloh replied, "a swamp gnome". "There's no such..." Yasloh shot the soldier an intimidating glance. Silence. They gave "Brain" a place to clean up and change. </p><p>During this reflection time his mind filled with criss-crossing images of shimmering grids and incoherent numbers and languages. These hallucinations eventually began to congeal into ge

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.</p>

PERSONALITY
