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Yasloh "Brain"

**YASLOH "BRAIN"**  
*Early Middle Age Swamp Gnome  
Lawful Evil  
Level 15 Mage*

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**Pronouns** - he/him  
**Occupations** - Scrum wizard  
**Armor Class** - 14  
**Hit Points** - 55 (TODO Hitdice)  
**Speed** - 25.

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<b>STR</b> <b>14</b> (+2)	<b>DEX</b> <b>10</b> (+0)	<b>CON</b> <b>11</b> (+1)	<b>INT</b> <b>19</b> (+5)	<b>WIS</b> <b>3</b> (-3)	<b>CHA</b> <b>5</b> (-2)
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**Saving Throws** -  
**Skills** - Arcana; History; Religion; Nature  
**Proficiencies** -  
**Proficiency Mod** - +5

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**Languages** - Human gnomish  
**Adjectives** - Thoughtful,

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**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**  
Role:

**ROLEPLAYING**

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**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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