yasloh brain

2500 x 3235

Image Dummy

Yasloh Brain

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middle aged adult Gnome
Lawful Evil
Level 15 Wizard School of Enchantment

Pronouns -

he/him

Occupations -

Scrum Wizard

Armor Class -

14

Hit Points -

68 (TODO Hitdice)

Speed -

25.

STR

14 (+2)

DEX

10 (+0)

CON

11 (+1)

INT

19 (+5)

WIS

5 (-2)

CHA

3 (-3)

Saving Throws -

Skills -

{"Swamp Gnome Abilities"=>[{"Gnome Cunning"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws againts magic"}, {"Darkvision"=>"can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray"}, {"Artificers Lore"=>"Whenever you make an Intelligence (History) check related to magical, alchemical, or technological items, you can add twice your proficiency bonus instead of any other proficiency bonus that may apply"}, {"Tinker"=>"You have proficiency with artisan tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options -", "Clockwork Toy"=>"This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.", "Fire Starter"=>"The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.", "Music Box"=>"When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed."}]]
{"Wizard Abilities"=>[{"Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level"}, {"Spell Mastery"=>"Choose a 1st-level Wizard spell and a 2nd-level Wizard spell that are in your Spellbook. You can cast those Spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a

higher level, you must expend a spell slot as normal"}, {"Signature Spells"=>"Choose two 3rd-level Wizard Spells in your Spellbook as your Signature Spells. You always have these Spells prepared, they don't count against the number of Spells you have prepared, and you can cast each of them once at 3rd Level without expending a spell slot."},
{"Spellcasting"=>"Spell DC 17", "Cantrips"=>"Minor Illusion, Mage Hand, Message, Prestidigitation, Shocking Grasp, Thunderclap", "1st Level"=>"Disguise Self, Illusory Script, Silent Image, Charm Person", "2nd Level"=>"Invisibility, Mirror Image, Phantasmal Force", "3rd Level"=>"Fear, Hypnotic Pattern, Major Image", "4th Level"=>"Greater Invisibility, Hallucinatory Terrain, Phantasmal Killer", "5th Level"=>"Dream, Mislead", "6th Level"=>"Programme Illusion", "7th Level"=>"Simulacrum", "8th Level"=>"Telepathy"}]]
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Proficiencies -

Proficiency Mod -

+5

Languages -

Common Gnomish

Adjectives -

Learned, Intense, Manic,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Scrum Wizards

Role:

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

N/A

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Proficiencies -

Languages -

Common Gnomish

Adjectives -

Learned, Intense, Manic,

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

Introduction

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Passions

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Secrets

N/A

Background Story

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 flem in his hand. He slapped his hands 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-oug 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. 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 all the smarts he had before but having no idea who he actually was. "Oy, innit a gnome...", the halfling lieutenant remarked, "covered in muck". "Yes", Yasloh replied, "a swamp gnome". "But there's no such..." Yasloh shot the soldier an intimidating glance. Silence. They gave "Brain" a place to clean up and change. 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 gears, 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. 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.