

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
TODO Saving Throws
Skills
Arcana; History; Religion;
Nature
Proficiencies
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 engage in direct hand-to-hand combat and almost exclusively rely on his spells to create distance and eliminate hostiles.

Actions

-

Factions

Scrum Wizards

2500 x 3235

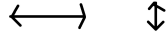


Image Dummy

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

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
TODO Saving Throws
Skills **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 engage in direct hand-to-hand combat and almost exclusively rely on his spells to create distance and eliminate hostiles.

Actions

-

Factions

Scrum Wizards

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

BACK STORY

The swamp
swamp
Yasloh.
mounta
glimme
Gnome
"Yes, y
and co
his har
togeth
vigorou
"What
offer?"
of the
no grou
of Kol
anothe
to be w
gritty s
How co
bloody
though
before
swamp
Three
humanoid
towards
military
there?",
cri
The "Brain"
upon itself
Well, who
asked him
goes there
asked again
better answ
important.
shouted the
think. "Brai
militia part
smarts he
having no i
was. "Oy, it
halfing lie
"covered in
Yasloh repl
gnome". "B
such..."
an intima
They gave
clean up ar
During
his mind fil
crossing im
grids and ir
and langua
hallucinatio
to congeal
machinatio
locations of
appeared a
fallen aslee
camp and f
incomprehe
increasing
nearly shot
Halfling sol
shake him
you okay?
Yasloh shot
screaming
it mate!"
past but no
magical inv
define his f