

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

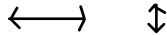


Image Dummy

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

BACKSTORY

The swamp of Yasloh, a mountainous glimmering Gnome. "Yes, ye and cou his hand together vigorous! "What d offer?" E of the ca no grou of Kol-on another to be wa gritty sa How cou bloody s thought before t swamp.

Three d humanoid lin towards a m military cam there?", crie The "Brain" upon itself a Well, who do asked himse goes there?' asked again better answ important. " shouted the think. "Brain militia party smarts he h having no id was. "Oy, in halfling lieut "covered in Yasloh replie gnome". "Bu such..." Yasl an intimidat They gave "I clean up and

During t his mind fille crossing ima grids and inc and languag hallucinatio to congeal ir machination locations of appeared as fallen asleep camp and he incomprehe increasing v nearly shout Halfling sold shake him a you okay? A Yasloh shot screaming v it mate!" He past but nov magical inve define his fu

3235
↑
Dummy