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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 | CHA |
|------|------|------|------|------|------|
| 14 | 10 | 11 | 19 | 3 | 5 |
| (+2) | (+0) | (+1) | (+5) | (-3) | (-2) |

Saving Throws -
Skills - Arcana; History; Religion; Nature
Proficiencies -
Proficiency Mod - +5

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
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.

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Secrets

