

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

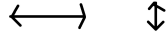


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ROLEPLAYING

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

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BACK STORY

The swamp
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