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

CHA

5

Saving Throws TODO Saving Throws Skills

Arcana; History; Religion; Natu

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Human gnomish,
Adjectives Thoughtful,

Special Abilities

Malleable Illusion | Illusory S
 | Illusory Reality | Spells: 0 -!
 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2;
 1; 7 - 1; 8 - 1; | Improved Mir Illusion

Special Equipment

- Thaum gauge on a wristband
- a personal thaumometer use to detect concentrations of magical potential.

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

Quarterstaff

Factions

ROLEPLAYING

Introduction

"You're carrying that wrong declares a robed, trinketed gnome, walking youward." me share my learnings wit you."

Appearance

Cross-eyed; powerful, like

wild cat; intense; wears sh expensive jewelry, bits of coloured paper pasted on pants.

Expressions

Cell3

(Interrupting) "I know what you're going to say"; "I thin very, very deeply"; "You're where I was at ten years a

Mannerisms

Constantly rubbing knuckle flexing his jaw and his trice sighs in disappointment whenever others speak.

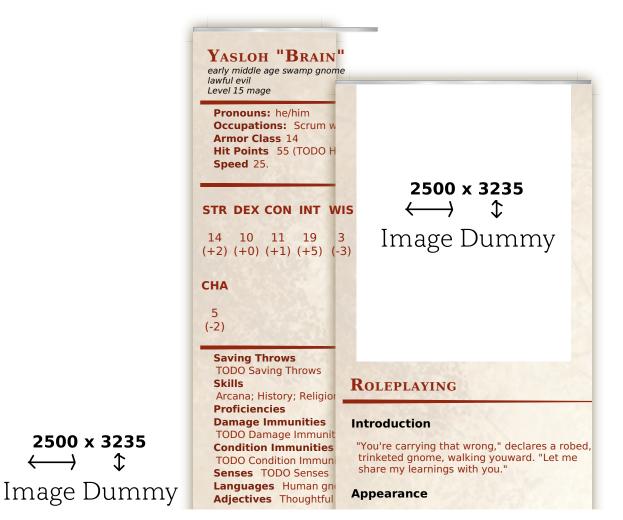
Motivations

Wants to lead other wizard the building of new, neverbefore-invented magical devices; sees himself as a mentor.

Passions

Innovation and guiding oth into a new and vibrant futi

Secrets



2500 x 3235

Special Abilities

Malleable Illusion | I
 Self | Illusory Realit
 0 -5; 1 - 4; 2 - 3; 3 - 2; 6 - 1; 7 - 1; 8 Improved Minor Illu

Special Equipment

- Thaum gauge on a
- a personal thaumor to detect concentra magical potential.

Combat Tactics

Yasloh will rarely engage hand-to-hand combat an exclusively rely on his sp create distance and elim hostiles.

Actions

Quarterstaff

Factions

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

BACKGROUND STORY

There really aren't any sw **Gnomes. Except for Yasloh.** Emerging from a mountain ca on a dimly glimmering mornin the Gnome sputtered at the s "Yes, yes, I know that already and coughed up a bit of flem his hand. He slapped his hand together and rubbed them vigorously, laughing to himse "What does this day have to offer?" He stepped forward or the cave and his foot found no ground. The black swamps of oug had deceived yet another Whoever Yasloh used to be w absorbed into the gritty sand mire of Kol-oug. How could I h forgotten the bloody swamp? the last thought that crossed mind before the Mind Flayer p swamp consumed his identity Three days later a sr humanoid limped his way tow a makeshift Halfling military camp. "Who goes there?", crie the lieutenant. The "Brain" be to reflect upon itself and four nothing. Well, who does go he He asked himself. Nothing. "V goes there?" The lieutenant a again. Oh, well, I had better answer him. He seems import "Brain!" Yasloh shouted the o thing he could think. "Brain" approached the militia party having all the smarts he had before but having no idea who actually was. "Oy, innit a gnome...", the halfling lieuter remarked, "covered in muck". "Yes", Yasloh replied, "a swan gnome". "But there's no such. Yasloh shot the soldier an intimidating glance. Silence. gave "Brain" a place to clean and change. During t reflection time his mind filled criss-crossing images of shimmering grids and incoher numbers and languages. Thes hallucinations eventually beg congeal into gears, sigils, machinations, glyphs, and locations of great power. It appeared as though Yasloh ha fallen asleep in the bath at th camp and he began muttering incomprehensibly in an increa volume until he was nearly shouting. A young Halfling so approached to shake him awa "Sir. Sir? Are you okay? Are yo And Yasloh shot up in the bat screaming valorously, "I've go mate!" He may have lost his p but now saw the many magica inventions that would define future.

PERSONALITY

There really aren't any sw **Gnomes. Except for Yasloh. Emerging from a mountain ca** on a dimly glimmering mornin the Gnome sputtered at the s "Yes, yes, I know that already and coughed up a bit of flem his hand. He slapped his hand together and rubbed them vigorously, laughing to himse "What does this day have to offer?" He stepped forward or the cave and his foot found no ground. The black swamps of oug had deceived yet another Whoever Yasloh used to be w absorbed into the gritty sand mire of Kol-oug. How could I h forgotten the bloody swamp? the last thought that crossed mind before the Mind Flayer swamp consumed his identity Three days later a sr humanoid limped his way tow a makeshift Halfling military camp. "Who goes there?", crie the lieutenant. The "Brain" be to reflect upon itself and four nothing. Well, who does go he He asked himself. Nothing. "V goes there?" The lieutenant a again. Oh, well, I had better answer him. He seems import "Brain!" Yasloh shouted the o thing he could think. "Brain" approached the militia party having all the smarts he had before but having no idea who actually was. "Oy, innit a gnome...", the halfling lieuter remarked, "covered in muck". "Yes", Yasloh replied, "a swan gnome". "But there's no such Yasloh shot the soldier an intimidating glance. Silence. gave "Brain" a place to clean and change. During t reflection time his mind filled criss-crossing images of shimmering grids and incoher numbers and languages. Thes hallucinations eventually beg congeal into gears, sigils, machinations, glyphs, and locations of great power. It appeared as though Yasloh ha fallen asleep in the bath at th camp and he began muttering incomprehensibly in an increa volume until he was nearly shouting. A young Halfling so approached to shake him awa "Sir. Sir? Are you okay? Are yo And Yasloh shot up in the bat screaming valorously, "I've go mate!" He may have lost his p but now saw the many magica inventions that would define future.