

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 (-3) 5 (-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 handto-hand combat and almost exclusively rely on his spells to create distance and eliminate hostiles.

Actions

Factions

Scrum Wizards

Role:

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Factions

Role:

Arcana; History; Religion;

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Skills -

Nature

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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