

## 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

**Saving Throws** TODO Saving Throws

**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

- Malleable Illusion | Illusory Self | Illusory Reality | Spells: 0 -5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2; 6 - 1; 7 - 1; 8 - 1; | Improved Minor Illusion

### Special Equipment

- Thaum gauge on a wristband
- a personal thaumometer used 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

2500 x 3235

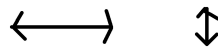


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## ROLEPLAYING

### 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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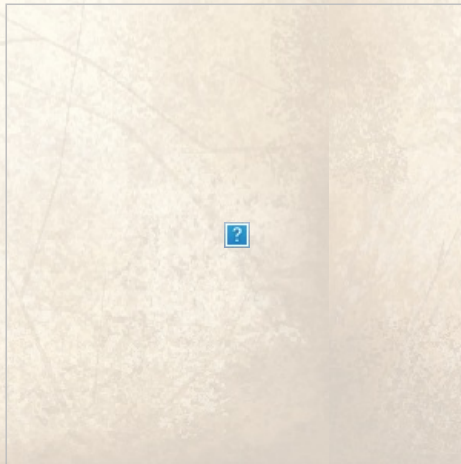
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