

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

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CHA

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(-2)

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

ROLEPLAYING

2500 x 3235

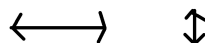


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2500 x 3235
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ROLEPLAYING

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

BACKGROUND STORY

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PERSONALITY
