

500 x 3235
→ ⇅
Image Dummy

2500 x 3235
↔ ⇅
Image Dummy

Yasloh Brain

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 14 (+2)	DEX 10 (+0)	CON 11 (+1)	INT 19 (+5)	WIS 3 (-3)	CHA 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 hand-to-hand combat and almost exclusively rely on his spells to create distance and eliminate hostiles.
Actions -
Factions
Scrum Wizards
Role:

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

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 14 (+2)	DEX 10 (+0)	CON 11 (+1)	INT 19 (+5)	WIS 3 (-3)
--------------------------	--------------------------	--------------------------	--------------------------	-------------------------

CHA
5
(-2)

Saving Throws -
Saving Throws -
Skills - Arcana; History; Religion; Nature
Proficiencies -

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
Role:

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

