# 500 x 3235 ge Dummy

Yasloh Brain

### YASLOH BRAIN

Early Middle Age Swamp Gnome Level 15 Mage

Pronouns - he/him Occupations - Scrum wizard **Armor Class - 14** Hit Points - 55 (TODO Hitdice) **Speed -** 25.

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

2500 x 323

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CHA (-2)

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Arcana; History; Religion; Nature

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### Introduct

ROLEPI

"You're wrong," de trinketed g youward. my learning

### **Appeara**

Cross-e like a wild wears sho jewelry, bi paper paste

### Expression

(Intern know wl going to think ve deeply"; where I i years ago

### Manneris

Constar knuckles, f and his tri disappointr others spea

### Motivatio Wants

wizards in new. invented m sees himse

### **Passions**

Innovat guiding oth and vibrant

### 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