

YASLOH "BRAIN"

Gnome Lawful Evil Level 15 Mage

Pronouns: he/him Occupations: Scrum wizard **Armor Class** 14 **Hit Points** 55 (TODO Hitdice)

10 11 19

(-2)

3235

)ummy

Skills

Nature

Proficiencies

Condition Immunities TODO Condition Immunities Senses TODO Senses

Languages Human gnomish

Special Abilities

Special Equipment

Combat Tactics

direct hand-to-hand combat and almost exclusively rely on his spells to create distance

Actions

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 10 11 19 (+2) (+0) (+1) (+5) (-3)

CHA (-2)

2500 x 3235

Image Dummy

1

 \longleftrightarrow

ROLEPLAYING

"You're carrying that wrong," declar

robed, trinketed gnome, walking youward. "Let me share my learnin with you."

Cross-eyed; powerful, like a wild cat

intense; wears showy expensive jew

bits of coloured paper pasted on par

(Interrupting) "I know what you're go

"You're where I was at ten years ago

Constantly rubbing knuckles, flexing

disappointment whenever others spi

Wants to lead other wizards in the

building of new, never-before-invent

magical devices; sees himself as a

Innovation and guiding others into a

jaw and his triceps; sighs in

to say"; "I think very, very deeply"

Introduction

Appearance

Expressions

Mannerisms

Motivations

and vibrant future.

mentor.

Secrets

Saving Throws

TODO Saving Throws Skills Skills Arcana; History; Religion; Nature Proficiencies TODO Damage Immunities **TODO Damage Immunities Condition Immunities TODO** Condition **Immunities** Senses TODO Senses Languages Human

Special Abilities

Adjectives Thoughtful,

gnomish

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

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

Cell3

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.

himse day ha steppe cave a ground of Kolanothe used t into th Kol-ou forgot swami mind t Flayer his ide

Three small hum way towar Halfling mi "Who goes the lieuten began to nand found who does asked him Who goes lieutenant well, I had him. He se "Brain!" Ya only thing "Brain" app militia part smarts he having no actually wa gnome...", lieutenant "covered in Yasloh rep anome". "I gnome". "I such..." Ya soldier an glance. Sile "Brain" a p and chang

During time his m criss-cross shimmerin incoherent languages hallucinati began to c gears, sigil glyphs, an great power though Yas asleep in t camp and muttering incompreh increasing was nearly young Half approache awake. "Si okay? Are Yasloh sho bathtub sc valorously mate!" He his past bu many mag that would

future.

Early Middle Age Swamp

Speed 25.

STR DEX CON INT WIS (+2) (+0) (+1) (+5) (-3)

CHA

Saving Throws

TODO Saving Throws

Arcana; History; Religion;

Damage Immunities

TODO Damage Immunities

Adjectives Thoughtful,

Yasloh will rarely engage in and eliminate hostiles.

Factions

Scrum Wizards

BACK STOR

> Th swami Yasloh

> mount

glimm

Gnom

bit of f

slappe

and ru

vigoro

sun, ' alread