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### 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 (-3) 5 (-2) (+2) (+0) (+1) (+5)

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

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Skills -

### 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

### Saving Throws -

Arcana; History; Religion; Nature

Proficiencies -

### Languages -

Human gnomish

Adjectives - Thoughtful,

### **Special Abilities**

### Special Equipment

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