

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	5

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

2500 x 3235

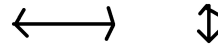


Image Dummy

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

Speed 23.

STR	DEX	CON	INT	WIS	CHA
14	10	11	19	3	5

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.

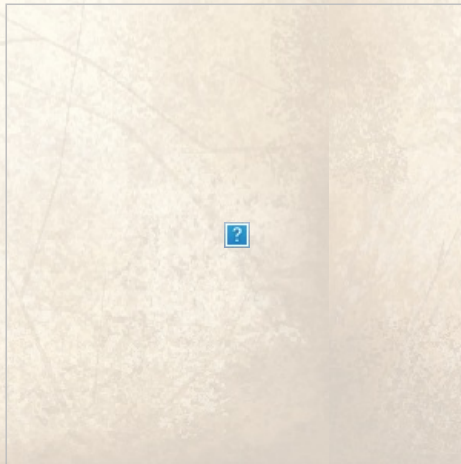
Combat Tactics

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

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."

bottom stats 2

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