

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)

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

Speed - 25.

CHA 5 (-2)

x 3235 1 Dummy 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-tohand combat and almost exclusively rely on his spells to create distance and aliminata hoctilac

2500 x 3235

 \longleftrightarrow 1

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) 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

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 14 10 11 19 (+2)(+0)(+1)(+5)(-3)

CHA (-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-tohand combat and almost exclusively rely on his spells to create distance

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 "You're deeply"; 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 never-beforeinvented magical devices; sees himself as a mentor.

Passions

Innovation guiding others into a new and vibrant future

BACKG STORY

Ther

any s Except **Emergin** mountai alimmer Gnome sun, "Y that coughed in his h his han rubbed laughing "What d to offe forward and his ground. swamps deceive Whoeve be was gritty sa oug. Ho forgotte swamp? thought mind b Flayer small h

consum Thre his wa makeshi military there?", lieutena began itself ar Well, wh He Nothing. there?" asked a had bet He se "Brain!" the only think. "E the mili all the before b who he innit a halfling remarke muck". replied, gnome" such..." soldier glance. gave "E clean up Duri

time his criss-cro Actions

eminiate nostnes.

Factions Scrum Wizards Role: 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

and eliminate nostiles.

Actions

Factions
Scrum Wizards
Role:

Secrets

incohere languag hallucina began gears, machina and loc power. though asleep i camp mutterir incompr increasii he was i young approac awake. okay? Yasloh bathtub valorous mate!" | his past many m that w future.

shimme