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kaz lamosatzi

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Image Dummy

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Kaz Lamosatzi

**Kaz Lamosatzi**

**middle aged adult Gnome**

**Chaotic Good**

**Level 5 Artificer Artillerist**

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**Pronouns -**

he/him

**Occupations -**

Wandering Tinkerer; Wanderer; Repairman; Contractor

**Armor Class -**

12

**Hit Points -**

33 (TODO Hitdice)

**Speed -**

25.

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**STR**

9 (0)

**DEX**

14 (+2)

**CON**

14 (+2)

**INT**

17 (+4)

**WIS**

17 (+4)

**CHA**

15 (+3)

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**Saving Throws -**

**Skills -**

{"Rock Gnome Abilities"=>[{"Gnome Cunning"=>"Advantage on all Intelligence, Wisdom and Charisma saving throws againts magic"}, {"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light"}, {"Artificers Lore"=>"Whenever making an History check related to magic items, alchemical objects and technological devices, add twice your proficiency bonus"}, {"Tinker"=>"Proficiency with Tinker's Tools, can create clockwork divice with 1hr and 10gp worth of material - Clockwork Toy, Fire Starter, Music Box"}]}

{"Artificer Abilities"=>[{"Magical Tinkering"=>"Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text"}, {"Spellcasting"=>"Requires Tinker's Tools as Spellcasting focus, Spell DC 14", "Cantrip"=>"Mage Hand, Mending", "1st Level"=>"Absorb Elements, Detect Magic, Grease, Disguise Self", "2nd Level"=>"Heat Metal, Continuous Flame"}, {"Infuse Item"=>"Imbue 2 mundane items with magical infusions, turnig them into magic items. Can attune to that item immediately,"}, {"Infusions Known"=>"4 - Homunculus Servant, Replicate Magic Weapon, Mind Sharpener, Enhanced Arcane Focus"}, {"The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work"}]}

{"Artillerist Abilities"=>[{"Tool Proficiency"=>"Proficient in Woodcarver's Tools"}, {"Artillerist Spells"=>nil, "3rd Level"=>"Shield, Thunderwave", "5th Level"=>"Scortching Ray, Shatter"}, {"Eldritch Cannon"=>"Force Ballista - Steam Gun - Make a ranged spell attack, originating from the cannon, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the cannon"}, {"Arcane Firearm"=>"You know how to turn a wand, staff, or rod into an arcane firearm, a conduit for your destructive spells. When you finish a long rest, you can use woodcarver's tools to carve special sigils into a wand, staff, or rod and thereby turn it

into your arcane firearm. The sigils disappear from the object if you later carve them on a different item. The sigils otherwise last indefinitely. You can use your arcane firearm as a spellcasting focus for your artificer spells. When you cast an artificer spell through the firearm, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled"}}}}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Gnomish Common Dwarvish {"id"=>"hill\_gnome\_inventors\_guild", "name"=>"Hill Gnome Inventors Guild"}

**Adjectives -**

Lively, Inquisitive, Wanderlust,



**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**



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# Image Dummy

## Roleplaying

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### Introduction

Kaz loves to shop and will often be found in the market browsing for oddities; He has intense wanderlust and travels place to place riding his Tibetan Mastiff to sell his goods and spread the words of steam technology

### Appearance

Disturbingly large head; Bald scalp surrounded by curly rusty hair; curly rusty orange beard; Doubled up and tripled up spectacles that fold in and out.

### Expressions

*Gimme a minute, I'll make something to fix this*

*Ain't got a chance against my chicken*

*Wanna watch me make sumthin outta notihin?*

**Mannerisms**

Rubbing his hands together while deep in thought; Fidgets with artificer tools; nail-biter; Constantly solving small puzzles of gnomish design

**Motivations**

To bring technology to the fore of civilization. Kaz seeks to create the greatest and most useful inventions the worlds have ever seen.

**Passions**

Building and creating new things; Loves doing puzzles;

**Secrets**

He can't read

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Adjectives -

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Special Abilities

- 
-

## Special Equipment

- 
- 
- 

## Combat Tactics

Kaz will dance about at distance using his steam gun or dart in and out of range attacking with his Chain Whip. He's giddy and his glee frustrating to opponents

## Actions

- 

## Factions

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# Background Story

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In the town of Barrelheist [Seaside town or city] people are always astir because of the constant influx of supply and trade ships and the endless queue of traders and merchants hoping to be the first to acquire exotic goods. When the diaspora of hill Gnomes of Aznmott [Distant and Disappeared Gnomish City] were driven from their home by a string of massive experiments gone awry, they arrived to settle among the hills and valleys surrounding Barrelheist. These gnomes were instinctively drawn to the tradeport and quickly began to make up a large proportion of the population. Among this growing frontier shanty marketplace grew a remarkably talented gnome who shows great promise with steam technology, Kaz Lamosatzi. Kaz' family was unorthodox in all possible ways. They rarely had a stable home and instead would simply have meeting spaces where they would reconvene after hard-working days of scavenging for materials to develop their steam inventions. What's more, the family unit was not traditional and instead consisted of non-hierarchical extended family and friends. Family structure is so diffuse among these Hill Gnomes that it's rare a member can identify a proper 'mother' or 'father'. Instead they are most drawn to whatever individual inspires invention! Kaz cultivated his capacity for invention and steam technology and his gadgets gained popularity among the sailors and merchants of Barrelheist. Always chipper and looking for the good in things, Kaz successfully disguises a certain disdain for wealthy people that he acquired living much like an urchin in a shanty town frequented by the noble and affluent.