



KAZ LAMOSATZI

Middle-Aged Hill Gnome
Chaotic Good
Level 5 Artificer

Pronouns: he/them
Occupations:
Wandering Tinkerer;
Wanderer; Repairman;
Contractor
Armor Class 12
Hit Points
27 (TODO Hitdice)
Speed 25.

	STR	DEX	CON	INT	WIS
	14	14	17	17	
9 (0)	(+2)	(+2)	(+4)	(+4)	

CHA
15
(+3)

Saving Throws
TODO Saving Throws
Skills Persuasion; History;
Investigation
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Gnomish,
Common, Dwarvish,
Adjectives Lively,

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

Hill Gnome Inventors Guild

2500 x 3235

Image Dummy

ROLEPLAYING

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 technolo

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

Expressions

"Gimme a minute, I'll make somethin fix this"; "Ain't got a chance against chicken"; "Wanna watch me make sumthin outta nothin?"

Mannerisms

Rubbing his hands together while deep in thought; Fidgets with artificer tools; biter; Constantly solving small puzzl gnomish design

Motivations

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

Passions

Building and creating new things; Loves doing puzzles;

Secrets

He can't read

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Proficiencies TODO

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Condition Immunities
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Senses TODO Senses
Languages Gnomish,
Common, Dwarvish,
Adjectives Lively,

Special Abilities Spring
wired steam squirrel |
Spring wired steam chicken
Special Equipment Spring
wired steam chicken &
Spring wired steam squirrel

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

Steam Gun (1d8 Piercing) |
Chain Whip (1d6 slashing)

Factions

Hill Gnome
Inventors Guild

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Mannerisms

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

Motivations

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BACKGROUND STORY

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Cell3