

# 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

 9 (0)
 14
 14
 17
 17

 (+2)
 (+2)
 (+4)
 (+4)

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

Disturbingly large head; Bald

rusty hair; curly rusty orange

beard; Doubled up and tripled

up spectacles that fold in and

"Gimme a minute, I'll make

something to fix this"; "Ain't

chicken"; "Wanna watch me make sumthin outta notihin?"

Rubbing his hands together

Fidgets with artificer tools;

small puzzles of gnomish

To bring technology to the

to create the greatest and

most useful inventions the

Building and creating new

things; Loves doing puzzles;

worlds have ever seen.

fore of civilization. Kaz seeks

nail-biter; Constantly solving

while deep in thought;

got a chance against my

scalp surrounded by curly

of steam technology

**Appearance** 

**Expressions** 

**Mannerisms** 

**Motivations** 

**Passions** 

Secrets

He can't read

design

out.

# 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

 9 (0)
 14
 14
 17
 17

 (+2)
 (+2)
 (+4)
 (+4)
 (+4)

15 (+3)

**Saving Throws** 

TODO Saving Throws **Skills Skills** Persuasion;

History; Investigation

**Proficiencies** TODO

**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

# 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 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**

Cell3

"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

# BACK STORY

[Seasid are alv and tra endles merch first to When Gnome and Di City] w experii hills ar Barrell were in the tra began propor Among shanty remark who sh steam Lamos Kaz' fa

Kaz' fa unorthodox ways. They home and simply hav where they after hard-scavenging develop the inventions. family unit and insteachierarchica and friends is so diffus Gnomes the member care 'mother' or they are member to they are member or invention!

Kaz cu capacity fo start tech gadgets ga among the merchants Always chip for the goo successfull certain distinct the good successfull the good successfull certain distinct the good successful t

#