

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)

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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

Special Abilities

Adjectives Lively,

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Special Equipment

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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

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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 wanderlus 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

Expressions

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

Mannerisms

Rubbing his hands together while de 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; Lo doing puzzles;

Secrets

He can't read

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