





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.

9 (0) DEX CON INT WIS CHA 14 14 17 17 15 (+2) (+2) (+4) (+4) (+3)

Saving Throws -

Skills - Persuasion; History; Investigation

Proficiencies -

Proficiency Mod - +3

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 Role:



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

"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

Kaz Lamosatzi

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CHA 15 (+3)

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Persuasion; History; Investigation Proficiencies -

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