# CELL ONEKA: Lamosatzi

middle-aged hill gnome chaotic good Level 5 artificer

Pronouns: he/them Occupations:

Wandering Tinkerer; Wa Repairman; Contractor **Armor Class** 12

Hit Points 27 (TODO H Speed 25.

**STR DEX CON INT** 9 () 14 14 17 1

CHA 15

# Saving Throws TODO Saving Throws

Skills
Persuasion: History:

Persuasion; History; Investigation

Proficiencies
Damage Immunities
TODO Damage Immunit

Condition Immunities
TODO Condition Immuni
Senses TODO Senses

Languages
Gnomish Common Dwar
Adjectives Lively,

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 technology

#### **Appearance**

Disturbingly large head; Bald scalp surrounded by

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#### **Special Abilities**

CELL 2

• 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 Chair Whip. He's giddy and his glee frustrating to opponents.

#### Actions

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

#### **Factions**

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#### **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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