





### 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.

CON CHA 17 17 15 9 (0) (+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; nailbiter; 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

Middle-Aged Hill Gnome Chaotic Good Level 5 Artificer

Pronouns - he/them Occupations -

Wandering Wanderer; Repairman: Contractor

Armor Class - 12 Hit Points -

27 (TODO Hitdice) **Speed -** 25.

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

CHA 15 (+3)

> Saving Throws -Saving Throws -Skills -Persuasion;

Investigation **Proficiencies** -

Languages

Gnomish Common Dwarvish

History;

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:

# ROLE

## Introdu

Kaz lo will often market oddities; wanderlus place to Tibetan M goods a words technolog

# **Appeara**

Distur head; surrounde hair: curl beard: D tripled up fold in an

# **Express**

"Gim minute, somethi this"; ' chance chicken" watch sumthin notihin?

## Manner

Rubbi together thought; artificer Constantl puzzles design

# Motivat

To b to the for Kaz seek greatest invention have ever

## **Passion**

Buildi new thin puzzles; Secrets

He ca