

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 (+2)	14 (+2)	17 (+4)	17 (+4)

CHA
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 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 nothin?"

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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BACK STORY

In the city of Barrellh, because of the influx of ships and of trade, hoping to acquire the dia of Aznr Disapp were d home b experin they ar the hill surrou These e instinct tradepe to mak propo popula growin market remark who sh with st Lamosi

Kaz' fai unorthodox ways. They stable hom would simp spaces whe reconvene working da for materia their steam What's mor was not tra instead cor hierarchica and friends structure is among the that it's rar identify a p 'father'. Ins most draw individual i invention!

Kaz cul capacity fo steam tech gadgets ga among the merchants. Always chip for the goo successfully certain disc people that living much a shanty to by the nobl

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