

CELL ONE

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	CHA
9 ()	14	14	17	17	15

Saving Throws TODO Saving Throws

Skills Persuasion; History; Investigation

Proficiencies TODO

Damage Immunities TODO Damage Immunities

Condition Immunities TODO Condition Immunities

Senses TODO Senses

Languages Gnomish Common Dwarvish ,

Adjectives Lively ,

Special Abilities

- 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 Chain Whip. He's giddy and his glee frustrating to opponents.

Actions

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

Factions

2500 x 3235

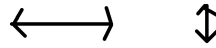


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ROLEPLAYING

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

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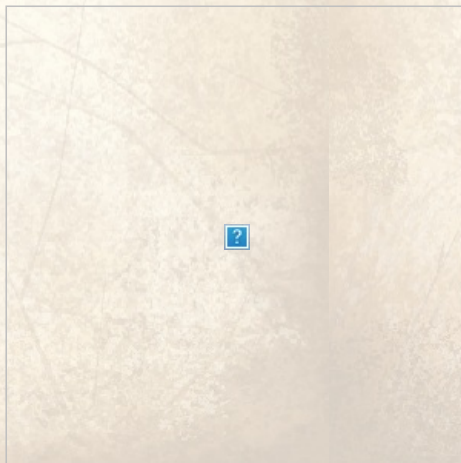
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