



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

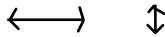


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ROLEPLAYING

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 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 [Seaside] are always constant trade show queue of merchant first to a When the Gnomes and Dis were driven a string of experim arrived the hills and Barrelhe were ins tradepo make up the popl growing marketp remarka who sho steam to Lamosa

Kaz' farm in all possible had a stable would simply spaces where reconvene a days of scav materials to steam inven the family u traditional a consisted of extended fa Family struc among these it's rare a m a proper 'mo Instead they whatever inv invention!

Kaz cult for invention technology a gained popu sailors and r Barrelheist. looking for t Kaz success certain disd people that much like ar town frequen and affluent

3235
↑
Dummy

Cell3