

# 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)
 (+4)

15 (+3)

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**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**

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**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

# ROLEPLAYING

#### Introduction

Kaz loves to shop and will often be found in the market browsing for oddities; He has intense wanderlus 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 anc out.

#### **Expressions**

"Gimme a minute, I'll make somethi 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 artifice 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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# BACKO STORY

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