

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

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



