



## 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 (0)	14 (+2)	14 (+2)	17 (+4)	17 (+4)	15 (+3)

**Saving Throws** -

**Skills** - Persuasion; History; Investigation

**Proficiencies** -

**Proficiency Mod** - +3

**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**

Role:



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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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