

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.

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STR	DEX	CON	INT	WIS
9 (0)	14 (+2)	14 (+2)	17 (+4)	17 (+4)

CHA

15
(+3)

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

ROLEPLAYING

2500 x 3235

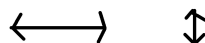


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Cell3

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

PERSONALITY
