Kaz Lamosatzi

middle-aged hill gno chaotic good Level 5 artificer

Pronouns: he/them Occupations: Wandering Tinkerer; Wa Repairman; Contractor Armor Class 12 Hit Points 27 (TODO H Speed 25.

STR DEX CON INT WIS

9 (0) 14 14 17 17 (+2) (+2) (+4) (+4)

CHA

ROLEPLAYING

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Speed 25.

STR DEX CON INT WIS

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CHA

15 (+3)

Saving Throws TODO Saving Thro **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 usi his steam gun or dart in and out of range attacking with his Chain Whi_l He's giddy and his glee frustrating opponents.

Actions

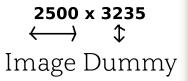
Steam Gun (1d8 Piercing) | Chain W (1d6 slashing)

Factions

ROLEPLAYING

Introduction

Kaz loves to shop and will often found in the market browsing f oddities; He has intense wanderlust and travels place to



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Saving Throws TODO Saving Throws

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Actions

Steam Gun (1d8 Piercing Whip (1d6 slashing)

Factions

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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BACKGROUND STORY

In the town of Barrelheist [Seas town or city] people are always asti because of the constant influx of supply and trade ships and the endl queue of traders and merchants ho to be the first to acquire exotic good When the diaspora of hill Gnomes o Aznmott [Distant and Disappeared Gnomish City] were driven from the home by a string of massive experiments gone awry, they arrive settle among the hills and valleys surrounding Barrelheist. These gnor were instinctively drawn to the tradeport and quickly began to mak up a large proportion of the populat Among this growing frontier shanty marketplace grew a remarkably talented gnome who shows great promise with steam technology, Ka: Lamosatzi.Kaz' family was unorthodox in all possible ways. The rarely had a stable home and instea would simply have meeting spaces where they would reconvene after hard-working days of scavenging fo materials to develop their steam inventions. What's more, the family unit was not traditional and instead consisted of non-hierarchical extend family and friends. Family structure so diffuse among these Hill Gnomes that it's rare a member can identify proper 'mother' or 'father'. Instead t are most drawn to whatever individ inspires inventionI

cultivated his capacity for invention and steam technology and his gadg gained popularity among the sailors and merchants of Barrelheist. Alway chipper and looking for the good in things, Kaz successfully disguises a certain disdain for wealthy people the acquired living much like an urch in a shanty town frequented by the noble and affluent.

Personality