

Age: middle-aged  
Race: hill gnome  
Pronouns: he/them  
Occupation:

- Wandering Tinkerer; Wanderer; Repairman; Contractor

Class: artificer  
Level: 5  
Alignment: chaotic good  
Languages:

- Gnomish
- Common
- Dwarvish

Factions:

- [Hill Gnome Inventors Guild](#)

Adjectives:

- Lively

Armour Class: 12  
Hit Points: 27  
Speed: 25

STR 9	DEX 14	CON 14	INT 17	WIS 17	CHA 15
Saving Throws TODO Saving Throws					

## Role-Playing Improv

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 nothin?"  
Mannerisms: Rubbing his hands together while deep in thought; Fidgets with different tools while tinkering; Constantly solving small puzzles of gnomish design

## Acting

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  
Vulnerabilities: If he sees something in disrepair, Kaz can rarely help himself from fixing it

Skills:

- Persuasion; History; Investigation

Special Abilities: Spring wired steam squirrel | Spring wired steam chicken  
Attacks: Steam Gun (1d8 Piercing) | Chain Whip (1d6 slashing)  
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.

Special Equipment:

- Spring wired steam chicken & Spring wired steam squirrel

## Story

Up in the town of Barrelheist [Seaside town or city] people are always astir because of the constant influx of supply and trade ships and the endless queue of traders and merchants hoping to be the first to acquire exotic goods. When the diaspora of hill Gnomes of Aznmott [Distant and Disappeared Gnomish City] were driven from their home by a string of massive experiments gone awry, they arrived to settle among the hills and valleys surrounding Barrelheist. These gnomes were instinctively drawn to the tradeport and quickly began to make up a large proportion of the population. Among this growing frontier shanty marketplace grew a remarkably talented gnome who shows great promise with steam technology, Kaz Lamosatzi.

<p>Kaz' family was unorthodox in all possible ways. They rarely had a stable home and instead would simply have meeting spaces where they would reconvene after hard-working days of scavenging for materials to develop their steam inventions. What's more, the family unit was not traditional and instead consisted of non-hierarchical extended family and friends. Family structure is so diffuse among these Hill Gnomes that it's rare a member can identify a proper 'mother' or 'father'. Instead they are most drawn to whatever individual inspires invention!</p><p>Kaz cultivated his capacity for invention and steam technology and his gadgets gained popularity among the sailors and merchants of Barrelheist. Always chipper and looking for the good in things, Kaz successfully disguises a certain disdain for wealthy people that he acquired living much like an urchin in a shanty town frequented by the noble and affluent.

### Author notes for the artist:

- Kaz should be steampunk; leaning on a steam gun and wearing steam shoes.
- {"Refer to any of the images in this search for guidance"=>"https://www.google.com/search?rlz=1C1CHBF\_enCA820CA820&sxsrf=ALeKk03QYaldWTMGEZTPucObC8jcM9sH5g%3A1612129558530&ei=FIUXYML7H6Sx5wKYrbmYDw&q=steampunk+gun+art+examples&oq=steampunk+gun+art+examples&gs\_lcp=CgZwc3ktYWIQAzoHCAAQRxcIab&ved=0ahUKEwjC3qvNksfuAhWk2FkKHZhWDvMQ4dUDCA0&uact=5"}</li></ul>