

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

CHA

15
(+3)

Saving Throws
TODO Saving Throws
Skills
Persuasion; History; Investigati
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 a
out of range attacking with his
Chain Whip. He's giddy and his
glee frustrating to opponents.

Actions

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

Factions

ROLEPLAYING

Introduction

Kaz loves to shop and will o
be found in the market
browsing for oddities; He ha

Cell3

Special Abilities	"Ain't got a chance against my chicken"; "Wanna watch me make sumthin outta notihin?"
<ul style="list-style-type: none">• Spring wired steam• Spring wired steam	
Special Equipment	
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Combat Tactics	
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Actions	
Steam Gun (1d8 Piercing Whip (1d6 slashing)	
Factions	
	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

BACKGROUND STORY

<p>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 series 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><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, looking for the good in things, successfully disguises a certain disdain for wealthy people that acquired living much like an urchin in a shanty town frequented by the noble and affluent.</p>

PERSONALITY

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