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 14 17 17 (+2) (+2) (+4) (+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 squirre

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

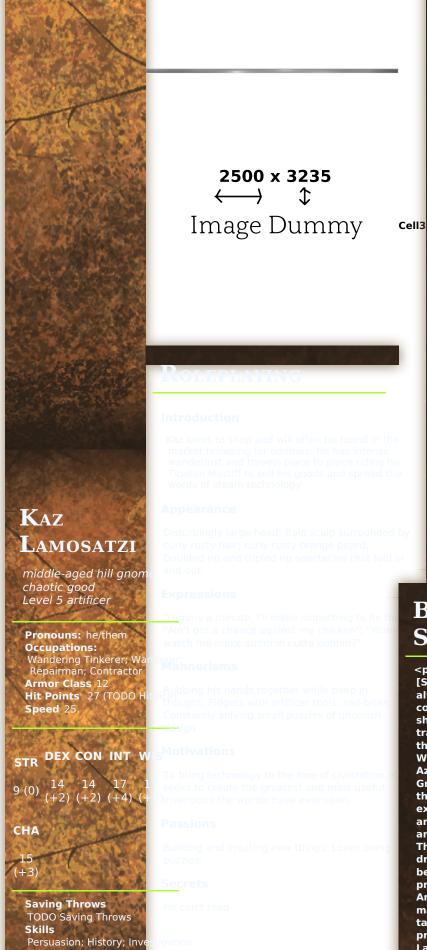
Steam Gun (1d8 Piercing) | Chai Whip (1d6 slashing)

Factions

ROLEPLAYING

Introduction

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



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TODO Damage Immunit

Condition Immunities

TODO Condition Immun

Senses TODO Senses

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intense wanderlust and traplace to place riding his Tibetan Mastiff to sell his goods and spread the wordsteam technology

Appearance

Disturbingly large head; Bal scalp surrounded by curly rusty hair; curly rusty orang beard; Doubled up and tripl up spectacles that fold in a out.

Expressions

"Gimme a minute, I'll make something to fix this"; "Ain' got a chance against my chicken"; "Wanna watch me make sumthin outta notihin

Mannerisms

Rubbing his hands together while deep in thought; Fidg with artificer tools; nail-bite Constantly solving small puzzles of gnomish design

Motivations

To bring technology to the f of civilization. Kaz seeks to create the greatest and mo useful inventions the world have ever seen.

Passions

Building and creating new things; Loves doing puzzles

Secrets

He can't read

BACKGROUND STORY

In the town of Barrelheist [Seaside town or city] people are always astir because of the constant influx of supply and tra ships and the endless queue of traders and merchants hoping to the first to acquire exotic goods. When the diaspora of hill Gnome **Aznmott [Distant and Disappear** Gnomish City] were driven from their home by a string of massiv experiments gone awry, they arrived to settle among the hills and valleys surrounding Barrelhe These gnomes were instinctively drawn to the tradeport and quick began to make up a large proportion of the population. Among this growing frontier sha marketplace grew a remarkably talented gnome who shows grea promise with steam technology, Lamosatzi.Kaz' family v unorthodox in all possible ways. They rarely had a stable home a instead would simply have meet spaces where they would reconv after hard-working days of scavenging for materials to

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Personality

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