

middle-aged hill gnome
chaotic good
Level 5 artificer

Speed 25.


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

middle-aged hill gnomes
chaotic good
Level 5 artificer

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

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

CHA

2500 x 3235

 Image Dummy

ROLEPLAYING

<p>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 end queue of traders and merchants ho to be the first to acquire exotic goo 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 gnom were instinctively drawn to the tradeport and quickly began to make 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.</p><p>Kaz' family was unorthodox in all possible ways. The 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 so diffuse among these Hill Gnomes that it's rare a member can identify proper 'mother' or 'father'. Instead they are most drawn to whatever individual inspires invention!</p><p>Kaz

inspired invention. Kaz cultivated his capacity for invention and steam technology and his gadgetry 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 through his acquired living much like an urchin in a shanty town frequented by the noble and affluent.

PERSONALITY
