

KAZ LAMOSATZI

*middle-aged hill gnom
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 (+2)	14 (+2)	17 (+4)	17 (+4)

CHA

2500 x 3235
Image Dummy

ROLEPLAYING

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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 | Sp
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
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
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Combat Tactics	
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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

<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 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, Kaz Lamosatzi.</p><p>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 invention!</n><p>Kaz

inspires 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 to he acquired living much like an urch in a shanty town frequented by the noble and affluent.

PERSONALITY
