

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	14	14	17	17

CHA

15

Saving Throws
TODO Saving Throws
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
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 and out of range attacking with his Chain Whip. He's giddy and his glib is frustrating to opponents.

Actions

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

Factions

ROLEPLAYING

Introduction

Kaz loves to shop and will often be found in the market browsing for oddities; He has an intense wanderlust and travels place to place riding his Tibetan Mastiff to sell his

KAZ LAMOSATZI

*middle-aged hill gnome
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
15
(+3)

Saving Throws
TODO Saving Throws
Skills
Persuasion; History; Inv
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immun
Senses TODO Senses
Languages
Gnomish Common Dwar
Adjectives Lively ,

2500 x 3235
Image Dummy

ROLEPLAYING

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"

goods and spread the word
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"; "Air got a chance against my chicken"; "Wanna watch me make sumthin outta notihin"

Mannerisms

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

Motivations

To bring technology to the rest of civilization. Kaz seeks to create the greatest and most useful inventions the world has ever seen.

Passions

Building and creating new things; Loves doing puzzles

Secrets

He can't read

2500 x 3235

Image Dummy

Special Abilities

- Spring wired steam
- Spring wired steam

Special Equipment

- Spring wired steam
- Spring wired steam

Combat Tactics

Kaz will dance about at d using his steam gun or d out of range attacking wi Chain Whip. He's giddy a glee frustrating to oppon

Actions

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

Factions

Give me 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

BACKGROUND STORY

<p>In the town of Barrelheist [Seaside town or city] people always astir because of the constant influx of supply and trade ships and the endless q of traders and merchants hop to be the first to acquire exot goods. When the diaspora of Gnomes of Aznmott [Distant a Disappeared Gnomish City] w driven from their home by a s of massive experiments gone awry, they arrived to settle among the hills and valleys surrounding Barrelheist. These gnomes were instinctively dra 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 w shows great promise with ste technology, Kaz Lamosatzi.</p><p>Kaz' family was unorthod all possible ways. They rarely a stable home and instead wo simply have meeting spaces where they would reconvene. hard-working days of scaveng for materials to develop their steam inventions. What's mor the family unit was not traditi and instead consisted of non-hierarchical extended family a friends. Family structure is so diffuse among these Hill Gnor that it's rare a member can identify a proper 'mother' or 'father'. Instead they are mos drawn to whatever individual inspires invention!</p><p>Ka cultivated his capacity for invention and steam technolo and his gadgets gained popul among the sailors and mercha of Barrelheist. Always chipper looking for the good in things successfully disguises a certa disdain for wealthy people th acquired living much like an urchin in a shanty town frequented by the noble and affluent.</p>

PERSONALITY

<p>In the town of Barrelheist [Seaside town or city] people 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 Gnomes of Aznmott [Distant and Disappeared Gnomish City] was 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 mostly 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, he 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.</p>