

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 gl frustrating to opponents.

Actions

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

Factions

ROLEPLAYING

Introduction

Kaz loves to shop and will c be found in the market browsing for oddities; He h intense wanderlust and tra place to place riding his Tibetan Mastiff to sell his goods and spread the wor steam technology

Appearance

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Level 5 artificer

Occupations:

Armor Class 12
Hit Points 27 (TODO H

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 (+2) (+2) (+4) (+4)

15
(+3)

TODO Saving Throws

Persuasion; History; Inve

Damage Immunities

Condition Immunities

Senses TODO Senses

Gnomish Common Dwarf

Adjectives – lively ,

"Gimme a minute, I'll make something to fix this";

He can't read

Image Dummy

- Spring wired steam
- Spring wired steam

Special Equipment

- Spring wired steam
- Spring wired steam

Combat Tactics

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Actions

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

Factions

"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 w 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>Kaz 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

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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!

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.