# 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; Investigat

### **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 an 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 a be found in the market browsing for oddities; He is intense wanderlust and traplace to place riding his Tibetan Mastiff to sell his goods and spread the word steam technology

#### Appearance

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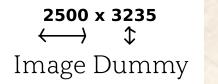
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#### Introduction

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## **Appearance**

Disturbingly large head; Bald scalp surrounded by curly rusty hair; curly rusty orange beard; Doubled up and tripled up spectacles that fold i and out.

# **Expressions**

"Gimme a minute, I'll make something to fix thi "Ain't got a chance against my chicken"; "Wann 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. K 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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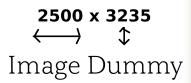
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# BACKGROUND STORY

In the town of Barrelheist [Seaside town or city] people at always astir because of the constant influx of supply and tr ships and the endless queue of traders and merchants hoping t the first to acquire exotic goods When the diaspora of hill Gnom Aznmott [Distant and Disappeal Gnomish City] were driven from their home by a string of massiexperiments gone awry, they arrived to settle among the hills and valleys surrounding Barrell These anomes were instinctivel drawn to the tradeport and quie began to make up a large proportion of the population. Among this growing frontier sha marketplace grew a remarkably talented gnome who shows great promise with steam technology Lamosatzi.Kaz' family unorthodox in all possible ways They rarely had a stable home a instead would simply have mee spaces where they would recon after hard-working days of scavenging for materials to dev their steam inventions. What's more, the family unit was not traditional and instead consiste non-hierarchical extended famil and friends. Family structure is diffuse among these Hill Gnome that it's rare a member can idea a proper 'mother' or 'father'. Instead they are most drawn to whatever individual inspires invention!Kaz cultivate



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