



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 (0)	14 (+2)	14 (+2)	17 (+4)	17 (+4)

CHA
15
(+3)

Saving Throws
TODO Saving Throws
Skills Persuasion; History;
Investigation
Proficiencies
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 glee
frustrating to opponents.

Actions

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

Factions

Hill Gnome Inventors Guild

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 technolo

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

Expressions

"Gimme a minute, I'll make somethin
fix this"; "Ain't got a chance against
chicken"; "Wanna watch me make
sumthin outta notihin?"

Mannerisms

Rubbing his hands together while de
thought; Fidgets with artificer tools;
biter; Constantly solving small puzzl
gnomish design

Motivations

To bring technology to the fore of
civilization. Kaz seeks to create the
greatest and most useful inventions
worlds have ever seen.

Passions

Building and creating new things; Lo
doing puzzles;

Secrets

He can't read

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 (0)	14 (+2)	14 (+2)	17 (+4)	17 (+4)

CHA
15
(+3)

Saving Throws
TODO Saving Throws
Skills **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 glee frustrating to
opponents.

Actions

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

Factions

Hill Gnome
Inventors Guild

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"; "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 are 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 hill Gnomes of Aznmott
[Distant and Disappeared
Gnomish City] were driven
from their home by a string
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
Lamosatzzi.</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
most 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, Kaz
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.