



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

-

Special Equipment

-

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

-

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 technol

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 something fix this"; "Ain't got a chance against chicken"; "Wanna watch me make sumthin outta nothin?"

Mannerisms

Rubbing his hands together while deep in thought; Fidgets with artificer tools; 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 worlds have ever seen.

Passions

Building and creating new things; Loves doing puzzles;

Secrets

He can't read

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History; Investigation

Proficiencies TODO

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Senses TODO Senses
Languages Gnomish,
Common, Dwarvish,
Adjectives Lively,

Special Abilities -
Special Equipment -

Combat Tactics

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Actions

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

Factions

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Inventors Guild

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BACKGROUND STORY

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 Lamosatzi.

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, 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.