

STARS-FROM-
AFAR
BILLLOWING
CLOUDS
(AFAR)

older adult tabaxi
neutral good
Level 5 artificer

Pronouns: he/him

Occupations: Merchant

Armor Class 16

Hit Points 62 (TODO Hitdice)

Speed 30.

| STR | DEX | CON | INT | WIS |
|-------|---------|---------|---------|---------|
| 9 (0) | 11 (+1) | 17 (+4) | 18 (+4) | 14 (+2) |

CHA

15 (+3)

Saving Throws TODO Saving Throws

Skills Alchemy; Persuasion; Athletics; Stealth; Athletics; Thieves' tools; Tinker Tools; History; Perception; Smith's tools;

2500 x 3235
Image Dummy

STARS-FROM-
AFAR BILLLOWING
CLOUDS (AFAR)

older adult tabaxi
neutral good
Level 5 artificer

Pronouns: he/him

Occupations: Merchant

Armor Class 16

Hit Points 62 (TODO Hitdice)

Speed 30.

| STR | DEX | CON | INT | WIS |
|-------|---------|---------|---------|---------|
| 9 (0) | 11 (+1) | 17 (+4) | 18 (+4) | 14 (+2) |

CHA

15 (+3)

Saving Throws TODO Saving Throws

Skills Alchemy; Persuasion; Athletics; Stealth; Athletics; Thieves' tools; Tinker Tools; History; Perception; Smith's tools;

Proficiencies TODO

Damage Immunities TODO Damage Immunities

Condition Immunities TODO Condition Immunities

Senses TODO Senses

Languages Common Tabaxi Elven

Adjectives Tabaxi ,

Special Abilities

- Magical Tinkering; Extra Attack; Feline Agility; Cat's Claws; Feline Agility; Right tool for the job; Infuse Item | Branding Smite; Warding Bond; Heroism; Shield Spells: 0 - 2; 1 - 4 ; 2 - 2

Special Equipment

- <p>X-wing shaped multi-arrow crossbow
- +2 - Shoots 4 bolts at once. One round to load. Afar is skilled with this and can move freely while reloading.</p><p>Clockwork Dagger - If Afar has wound the hilt of this dagger and strikes an opponent
- he can let the dagger go to unwind inside</i> the target's flesh causing 1d6 damage per round 3 rounds or until the target removes it from their flesh. He carries a number of these prize inventions.</p>

Combat Tactics

Darts about landing clockwork daggers and letting them unwind. Then backs off to fire his X-Wing Crossbow. Usually the noise is enough to disturb most

2500 x 3235
Image Dummy

Tinker Tools; History; P
Smith's tools;

Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages
Common Tabaxi Elven ,
Adjectives Tabaxi ,

Special Abilities

- Magical Tinkering; E
Attack; Feline Agilit
Claws; Feline Agilit
tool for the Job; Inf
Branding Smite; Wa
Bond; Heroism; Shi
Spells: 0 - 2; 1 - 4 ;

Special Equipment

- <p>X-wing sha
arrow crossbow
- +2 - Shoots 4
once. One round to
is skilled with this a
move freely while r
</p><p>Clock
Dagger - If Af
wound the hilt of th
and strikes an oppo
- he can let the dagg
unwind <i>inside<
target's flesh causin
damage per round
rounds or until the
removes it from the
He carries a number of these
prize inventions.</p>

Combat Tactics

Darts about landing clockwork
daggers and letting them unwind.
Then backs off to fire his X-Wing
Crossbow. Usually the noise is
enough to disturb most people.

Actions

X-Wing Crossbow +2 - Fires 4 bolts
(1d6 +2 dmg each) | Clockwork Da
Dagger (1d6 dmg then 1d6 per
turn for 3 turns or until pulled out)

Factions

ROLEPLAYING

Introduction

The marketplace is rich with sight and sounds. A mastiff made of iron plates nudges your leg and nods for you to follow.

Appearance

Lithe and bony grey puma. Tabard. Bronze greaves, gauntlets, and morion. Pronounced white moustache & chin beard.

Expressions

"Kinna get bettah wit gadgets, innit?", "Iffin ya git yer rewards, what'll ya duu widdout em?"

Mannerisms

Wierd twitches with arms, hands, neck, and head, like muscle spasms. Adjusts his bronze armor as if it never fits right.

Motivations

Afar seeks to create greatness from garbage. This began with Hijack, his steel mastiff.

Passions

Recycling. Inventions. Shiny balls (orbs, gems, etc.)

Secrets

people.

Actions

X-Wing Crossbow +2 - Fires 4 bolts
(1d6 +2 dmg each) | Clockwork Da
(1d6 dmg then 1d6 per turn for 3 t
or until pulled out)

Factions

ROLEPLAYING

Introduction

The marketplace is rich with sig
and sounds. A mastiff made of
plates nudges your leg and nod
for you to follow.

Appearance

Lithe and bony grey puma. Tab
Bronze greaves, gauntlets, and
morion. Pronounced white
moustache & chin beard.

Expressions

"Kinna get bettah wit gadgets,
innit?", "Iffin ya git yer rewards
what'll ya duu widdout em?"

Mannerisms

Wierd twitches with arms, hand
neck, and head, like muscle
spasms. Adjusts his bronze arm
as if it never fits right.

Motivations

Afar seeks to create greatness f
garbage. This began with Hijac
his steel mastiff.

Passions

Recycling. Inventions. Shiny ba
(orbs, gems, etc.)

Secrets

BACKGROUND STORY

<p>Although still highly spiritual and
loyal to his tribe at his core, Afar's t
with the tinkering Hill Gnomes of
Riddiruck Falls changed him. Always
bright Tabaxi, he was never given t
chance to realize his true calling un
introduced to tinkering. When his
nomadic tribe came upon the villag
and befriended the genius gnomes,
wasn't long before AFar bid farewell
his tribe in favor of studying the art
technology and artifice. He stayed i
the village late into his life and was
collaborator on many of their great
cityscape inventions. As old age set
so did senility of sorts. Although still
highly skilled and able to apply him
to his processes of invention, he ha
become a sort of wandering Don
Quixote figure. </p><p>This inven
cat-man with scruffy beard.

pronounced tabard, bronze morion, and iron mastiff, is looking to bring light to the lives of others through his wild inventions. With his natural character accentuated by his 'lost kitty' Quixotic creativity, he has established himself as a local merchant who incomprehensibly wheels and deals his inventions and other remarkable goods. He is always rummaging through the city garbage and will not turn down purchasing 'trade-in' oddities and 'another man's garbage'.

PERSONALITY