

## STARS-FROM-AFAR BILLOWING 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**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Tabaxi  
Elven  
**Adjectives** Tabaxi,

### Special Abilities

-

### Special Equipment

-  
-  
-

### 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

-

### Factions

2500 x 3235

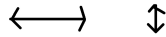


Image Dummy

## 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

## STARS-FROM-AFAR BILLOWING 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** **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

-

### Special Equipment

-  
-  
-

### 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

-

### 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

## BACKSTORY

Alt  
spiritua  
his con  
tinkerin  
Riddiru  
Always  
never c  
realize  
introdu  
his non  
the vill  
genius  
before  
tribe in  
arts of  
He stay  
into his  
collabo  
greate!  
As old  
of sorts  
skilled  
himself  
inventi  
sort of  
figure.

This im  
scruffy bea  
tabard, bro  
mastiff, is l  
to the lives  
his wild inv  
natural cha  
'lost kitty'  
he has esta  
local merch  
incomprehe  
deals in his  
other rema  
always rum  
city garbag  
turn down  
oddities an  
garbage'.

x 3235  
↕  
Dummy

Cell3