

STARS-FROM-
AFAR
BILLOWING
CLOUDS
(AFAR)

older adult tabaxi
neutral good
Level 5 artificer

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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' tool
Tinker Tools; History; Perceptio
Smith's tools;

Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Tabaxi Elv
Adjectives Tabaxi ,

- Special Abilities
- Magical Tinkering; Extra
Attack; Feline Agility; Cat's
Claws; Feline Agility; Right
for the Job; Infuse Item |
Branding Smite; Warding
Bond; Heroism; Shield. | Sp
0 - 2; 1 - 4 ; 2 - 2

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

2500 x 3235
Image Dummy

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Armor Class 16
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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
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Senses TODO Senses
Languages
Common Tabaxi Elven ,
Adjectives Tabaxi ,

Special Abilities

- Magical Tinkering; Extra Attack; Feline Agility; Claws; Feline Agility; Right tool for the Job; Infuse Item I Branding Smite; Warding Bond; Heroism; Shield; Spells: 0 - 2; 1 - 4 ; 2 - 2

Special Equipment

- 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.
- Clockwork Dagger - If Afar has wound the hilt of this dagger and strikes an opponent he can let the dagger unwind inside the target's flesh causing 1d6 damage per round for 3 rounds or until the target removes it from their flesh. He carries a number of these prize inventions.

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

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 gidgets, 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

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 Dagger (1d6 dmg then 1d6 per turn for 3 turns or until pulled out)

Factions

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Secrets

BACKGROUND STORY

Although still highly spiritual and loyal to his tribe at his core, Afar's time with the tinkering Gnomes of Riddiruck Falls changed him. Always a bright Tabaxi, he never given the chance to realize his true calling until introduced to tinkering. When his nomadic tribe came upon the village and befriended the genius gnomes,

(1d6 +2 dmg each) | Clockwork
Dagger (1d6 dmg then 1d6 per
turn for 3 turns or until pulled out)

Factions

befriended the genius gnomes, it wasn't long before AFar bid fare to his tribe in favor of studying the arts of technology and artifice. He stayed in the village late into his life and was a collaborator on many of their greatest cityscape inventions. As old age set in, so did the senility of sorts. Although still highly skilled and able to apply himself to his processes of invention, he has become a sort of wandering Don Quixote figure. <p>This inventor cat-man with a scruffy beard, pronounced tabar, a bronze morion, and iron mastiff, looking to bring light to the lives of others through his wild inventions. With his natural charm accented by his 'lost kitty' Quixotic creativity, he has established himself as a local merchant who incomprehensibly wheels and deals in his inventions and other remarkable goods. He always rummaging through the city's garbage and will never turn down purchasing 'trade-in' oddities and 'another man's garbage'.</p>

PERSONALITY

<p>Although still highly spiritual and loyal to his tribe at his core, AFar's time with the tinkering Hill Gnomes of Riddiruck Falls changed him. Always a bright Tabaxi, he was never given the chance to realize his true calling until introduced to tinkering. When his nomadic tribe came upon the village and befriended the genius gnomes, it wasn't long before AFar bid fare to his tribe in favor of studying the arts of technology and artifice. He stayed in the village late into his life and was a collaborator on many of their greatest cityscape inventions. As old age set in, so did the senility of sorts. Although still highly skilled and able to apply himself to his processes of invention, he has become a sort of wandering Don Quixote figure. <p>This inventor cat-man with a scruffy beard, pronounced tabar, a bronze morion, and iron mastiff, looking to bring light to the lives of others through his wild inventions. With his natural charm accented by his 'lost kitty' Quixotic creativity, he has established himself as a local merchant who incomprehensibly wheels and deals in his inventions and other remarkable goods. He always rummaging through the city's garbage and will never turn down purchasing 'trade-in' oddities and 'another man's garbage'.</p>