

CELL ONE

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 V
9 () 11 17 18 14

CHA
15

Saving Throws
TODO Saving Throws
Skills
Alchemy; Persuasion; At
Stealth; Athletics; Thiev
tools; Tinker Tools; Hist
Perception; Smith's tool
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

ROLEPLAYING

Introduction

The marketplace is rich with sight and sounds. A

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 11 17 18 14

CHA
15

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 <i>inside</i> 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.</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.

| | | |
|--|--|--|
| <p>tool for the Job; Infu Branding Smite; V Bond; Heroism; Shi Spells: 0 - 2; 1 - 4 ;</p> <p>Special Equipment</p> <ul style="list-style-type: none">• <p><p>X-wing sha</p><p>multi-arrow crossbo</p>• +2 - Shoots 4 once. One round to Afar is skilled with t can move freely wh reloading.</p><p> Clockwork Dagger - If Afar wound the hilt of the dagger and strikes opponent• 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 numbe these prize inventio | <p>mastiff made of iron plates nudges your leg and nods for you to follow.</p> <p>Appearance</p> <p>Lithe and bony grey puma. Tabard. Bronze greaves, gauntlets, and morion. Pronounced white moustache & chin beard.</p> <p>Expressions</p> <p>"Kinna get bettah wit gidgets, innit?", "Iffin ya git yer rewards, what'll ya duu widdout em?"</p> <p>Mannerisms</p> <p>Wierd twitches with arms, hands, neck, and head, like muscle spasms. Adjusts his bronze armor as if it never fits right.</p> <p>Motivations</p> <p>Afar seeks to create greatness from garbage. This began with Hijack, his steel mastiff.</p> <p>Passions</p> <p>Recycling. Inventions. Shiny balls (orbs, gems, etc.)</p> <p>Secrets</p> | <p>Actions</p> <p>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)</p> <p>Factions</p> <div><p>2500 x 3235</p><p>↔ ↓</p><p>Image Dummy</p></div> |
| <p>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.</p> <p>Actions</p> <p>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)</p> <p>Factions</p> | | <p>ROLEPLAYING</p> <p>Introduction</p> <p>The marketplace is rich with sight and sounds. A mastiff made of iron plates nudges your leg and nods for you to follow.</p> <p>Appearance</p> <p>Lithe and bony grey puma. Tabard. Bronze greaves, gauntlets, and morion. Pronounced white moustache & chin beard.</p> <p>Expressions</p> <p>"Kinna get bettah wit gidgets, innit?", "Iffin ya git yer rewards, what'll ya duu widdout em?"</p> <p>Mannerisms</p> <p>Wierd twitches with arms, hands, neck, and head, like muscle spasms. Adjusts his bronze armor as if it never fits right.</p> <p>Motivations</p> <p>Afar seeks to create greatness from garbage. This began with Hijack, his steel mastiff.</p> <p>Passions</p> <p>Recycling. Inventions. Shiny balls (orbs, gems, etc.)</p> <p>Secrets</p> |
| Cell3 | | |

