

# 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	17	18	14	
	(+1)	(+4)	(+4)	(+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

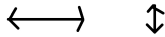


Image Dummy

## 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 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

# 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	17	18	14	
	(+1)	(+4)	(+4)	(+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  
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

## BACK STORY

All  
spiritual  
at his c  
the tin  
Riddiri  
Always  
was ne  
to real  
introdu  
his nor  
the vill  
genius  
before  
tribe in  
arts of  
artifice  
village  
was a  
their g  
inventi  
so did  
Althou  
and ab  
his pro  
has be  
wande  
figure.

This in  
with scruff  
pronounce  
morion, an  
looking to l  
lives of oth  
wild invent  
natural cha  
'lost kitty' (e  
he has esta  
a local mer  
incomprehi  
deals in his  
other rema  
always run  
the city ga  
never turn  
'trade-in' o  
'another m

3235  
Image Dummy