

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	CHA
9 ( )	11	17	18	14	15

**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**

- 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><b>X-wing shaped multi-arrow crossbow
- +2 </b>- Shoots 4 bolts at once. One round to load. Afar is skilled with this and can move freely while reloading. </p><p><b>Clockwork Dagger</b> - 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.

**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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2500 x 3235  
Image Dummy

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

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