

## 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

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STR	DEX	CON	INT	WIS
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**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 Elvish**  
**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. | Speed 0 - 2; 1 - 4 ; 2 - 2**

### Special Equipment

- **X-wing shaped multi-arrow crossbow**
- **+2** - Shoots 4 bolts at once. One round to load. Afa is skilled with this and can move freely while reloading.
- **Clockwork Dagger** - If Afa has wound the hilt of this dagger and strikes an opponent he can let the dagger go to 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 (1d6 +2 dmg each) | **Clockwork Dagger** (1d6 dmg then 1d6 per turn)

2500 x 3235  
Image Dummy

CHA  
15

**Saving Throws**  
TODO Saving Throws

**Skills**  
Alchemy; Persuasion; Athletics; Stealth; Athletics; Thievery; Tinker Tools; History; Persuasion; 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; E Attack; Feline Agility; Claws; Feline Agility; tool for the Job; Inf Branding Smite; W Bond; Heroism; Sh Spells: 0 - 2; 1 - 4 ;

### Special Equipment

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### 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

Dagger (lets him see per for 3 turns or until pulled out)

## Factions

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### Secrets

## BACKGROUND STORY

<p>Although still highly spiritual and loyal to his tribe at his core Afar's time with the tinkering H Gnomes of Riddiruck Falls changed him. Always a bright Tabaxi, he never given the chance to realize his true calling until introduced tinkering. When his nomadic tribe came upon the village and befriended the genius gnomes, wasn't long before Afar bid fare to his tribe in favor of studying arts of technology and artifice. 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 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 scruffy beard, pronounced tabaxi

bronze morion, and iron mastiff looking to bring light to the live others through his wild inventions. With his natural charm accentuated 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 garbage and will never turn down purchasing 'trade-in' oddities and 'another man's garbage'.</p>

## PERSONALITY

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