

2500 x 3235  
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Image Dummy

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** **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**  
**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 Claws; Feline Agility; Right tool for the job; Infuse It with Magic; Branding Smite; Warding Bond; Heroism; Shield. |

**Special Equipment**

- **X-wing shaped multi-arrow crossbow**
- **+2** - Shoots 4 bolts once. One round to load. Afar is skilled with this and can move freely while reloading.

**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?"

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**Special Equipment**

- **X-wing shaped multi-arrow crossbow**
- **+2** - Shoots 4 bolts once. One round to load. Afar is skilled with this and can move freely while reloading.
- **Clockwork Dagger** - If Afar has wounded the head of this dagger and strikes an opponent
- he can let the dagger go unwind the target's flesh causing 1d 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 darts and letting them unwind. Then backs off to fire his X-Wing Crossbow. Usually the noise is enough to disturb most people.

**Actions**

once. One round to is skilled with this a move freely while r

</p><p><b>Clockwork Dagger</b> - If Afar wound the hilt of the and strikes an oppo

- he can let the dagger unwind <i>inside</i> target's flesh causing damage per round rounds or until the removes it from the He carries a number prize inventions.</i>

### Combat Tactics

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### 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

### 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

X-Wing Crossbow +2 - Fires 4 bolts (1d6 +2 dmg each) | Clockwork Dagger (1d6 dmg then 1d6 per turn for 3 turns until pulled out)

### Factions

#### Cell3

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