



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 (+1)	17 (+4)	18 (+4)	14 (+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 a
sounds. A mastiff made of iron plat
nudges your leg and nods for you to
follow.

Appearance

Lithe and bony grey puma. Tabard.
Bronze greaves, gauntlets, and mori
Pronounced white moustache &am
chin beard.

Expressions

"Kinna get bettah wit gidgets, innit?"
"Iffin ya git yer rewards, what'll ya d
widdout em?"

Mannerisms

Wierd twitches with arms, hands, ne
and head, like muscle spasms. Adjust
his bronze armor as if it never fits ri

Motivations

Afar seeks to create greatness from
garbage. This began with Hijack, his
steel mastiff.

Passions

Recycling. Inventions. Shiny balls (o
gems, etc.)

Secrets

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Special Abilities -
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Combat Tactics

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clockwork daggers and
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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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Passions

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Shiny balls (orbs, gems,
etc.)

Secrets

BACKGROUND STORY

Although still highly
spiritual and loyal to his
tribe at his core, Afar's
time with the tinkering Hill
Gnomes of Riddiruck Falls
changed him. Always a
bright Tabaxi, he was
never given the chance to
realize his true calling until
introduced to tinkering.
When his nomadic tribe
came upon the village and
befriended the genius
gnomes, it wasn't long
before AFar bid farewell to
his tribe in favor of
studying the arts of
technology and artifice. He
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 did 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.

This inventor cat-man
with scruffy beard,
pronounced tabard,
bronze morion, and iron
mastiff, is looking to bring
light to the lives of others
through his wild
inventions. With his
natural charm accented 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 is always
rummaging through the
city garbage and will
never turn down
purchasing 'trade-in'
oddities and 'another
man's garbage'.