STARS-FROM AFAR BILLOWING CLOUDS (AFAR)

older adult tabaxi neutral good Level 5 artificer

Pronouns: he/him Occupations: Merchan Armor Class 16 Hit Points 62 (TODO H Speed 30.

ETR DEX CON INT WIS

9 (0) 11 17 18 14 (+1) (+4) (+2)

CHA

15 (+3)

Saving Throws
TODO Saving Throws
Skills
Alchemy; Persuasion; Al
Stealth; Athletics; Thiev

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Alchemy; Persuasion; Athletics; Stea Athletics; Thieves' tools; Tinker Too 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

 Magical Tinkering; Extra Attack Feline Agility; Cat's Claws; Felin Agility; Right tool for the Job; Infuse Item | Branding Smite; Warding Bond; Heroism; Shield Spells: 0 - 2; 1 - 4; 2 - 2

Special Equipment

- X-wing shaped multiarrow crossbow
- +2 - Shoots 4 bolts at onc One round to load. Afar is skille with this and can move freely v reloading.Clockv Dagger - If Afar has woun the hilt of this dagger and strik an opponent
- he can let the dagger go to unv <i>inside</i> the target's fles causing 1d6 damage per round 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 dagg and letting them unwind. Then bac off to fire his X-Wing Crossbow. Usu the noise is enough to disturb most

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Darts about landing clock daggers and letting them Then backs off to fire his Crossbow. Usually the no enough to disturb most p

Actions

X-Wing Crossbow +2 - Fir (1d6 +2 dmg each) | Cloo Dagger (1d6 dmg then 1d turn for 3 turns or until p

Factions

ROLEPLAYING

Introduction

The marketplace is rich with sight and sounds. mastiff made of iron plates nudges your leg an nods for you to follow.

Appearance

Lithe and bony grey puma. Tabard. Bronze greaves, gauntlets, and morion. Pronounced white moustache & Damp; chin beard.

Expressions

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

Mannerisms

Wierd twitches with arms, hands, neck, and hea like muscle spasms. Adjusts his bronze armor as if it never fits right.

Motivations

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

Passions

Recyclying. Inventions. Shiny balls (orbs, gems, etc.)

Secrets

ork Inwind. Wing

ople.

4 bolts ork per

people.

Actions

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

Factions

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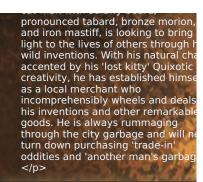
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Secrets

BACKGROUND STORY

Although still highly spiritual an loyal to his tribe at his core, Afar's t with the tinkering Hill Gnomes of Riddiruck Falls changed him. Always bright Tabaxi, he was never given t chance to realize his true calling un introduced to tinkering. When his nomadic tribe came upon the villag and befriended the genius gnomes, wasn't long before AFar bid farewel his tribe in favor of studying the art technology and artifice. He stayed i the village late into his life and was collaborator on many of their greate cityscape inventions. As old age set so did senility of sorts. Although still highly skilled and able to apply him to his processes of invention, he has become a sort of wandering Don Quixote figure.
This inven cat-man with scruffy beard.



PERSONALITY