

## 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

-  
-  
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### 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

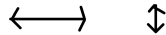


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## ROLEPLAYING

### 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

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Stealth; Athletics; Thieves'  
tools; Tinker Tools; History;  
Perception; Smith's tools;

**Proficiencies** TODO  
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TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
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Tabaxi Elven  
**Adjectives** Tabaxi,

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### Special Equipment

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## BACKGROUN STORY

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