# 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
 CHA

 9 ()
 11
 17
 18
 14
 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's Claws; Feline Agility; Right tool for the Job; Infuse Item | Branding Smite; Warding Bond; Heroism; Shield. | Spells: 0 - 2; 1 - 4; 2 - 2

#### **Special Equipment**

- <b>X-wing shaped multi-arrow crossbow
- +2 </b>- Shoots 4 bolts at once. One round to load. Afar is skilled with this and can move freely while reloading.<b>Clockwork Dagger</b> If Afar has wound the hilt of this dagger and strikes an opponent
- he can let the dagger go to unwind <i>inside</i> 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 for 3 turns or until pulled out)

#### **Factions**

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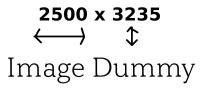
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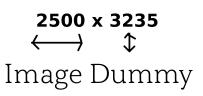
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CELL 2

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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 & mp; chin beard.

#### **Expressions**

"Kinna get bettah wit gidgets, 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**

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

#### **Secrets**

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