

Stars-from-Afar Billowing Clouds (Afar)

STARS-FROM-AFAR BILLOWING CLOUDS (AFAR)

*Older Adult Tabaxi
Neutral Good
Level 5 Artificer Battle Smith*

Pronouns - he/him
Occupations - Merchant
Armor Class - 16
Hit Points - 62 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
9 (0)	11 (+1)	17 (+4)	18 (+4)	14 (+2)	15 (+3)

Saving Throws - Skills -

{ "Tabaxi Abilities" => [{ "Darkvision" => "You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.", "Feline Agility" => "Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.", "Cats Claws" => "Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.", "Cats Talent" => "You have proficiency in the Perception and Stealth skills" }], "Artificer Abilities" => [{ "Magical Tinkering" => "Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text", "Spellcasting" => [{ "Description" => "Requires Tinker's Tools as Spellcasting focus", "Spell DC" => 15, "Cantrip" => "Mage Hand, Mending", "1st Level" => "False Life, Grease, Detect Magic, Expeditious Retreat", "2nd Level" => "Heat Metal, Invisibility" }], "Infuse Item" => "Imbue mundane items with magical infusions, turn them into magic items. Can attune to that

STARS-FROM-AFAR BILLOWING CLOUDS (AFAR)

*Older Adult Tabaxi
Neutral Good
Level 5 Artificer Battle Smith*

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 - Saving Throws - Skills -

{ "Tabaxi Abilities" => [{ "Darkvision" => "You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.", "Feline Agility" => "Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.", "Cats Claws" => "Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.", "Cats Talent" => "You have proficiency in the Perception and Stealth skills" }], "Artificer Abilities" => [{ "Magical Tinkering" => "Can invest a spark of magic into mundane objects with a touch - Bright Light, Record Message, Record Sound or Odor, Create Picture or Text", "Spellcasting" => [{ "Description" => "Requires Tinker's Tools as Spellcasting focus", "Spell DC" => 15, "Cantrip" => "Mage Hand, Mending", "1st Level" => "False Life, Grease, Detect Magic, Expeditious Retreat", "2nd Level" => "Heat Metal, Invisibility" }], "Infuse Item" => "Imbue mundane items with magical infusions, turn them into magic items. Can attune to that

ROLEPLAY

Introduction

The rich with sounds. A iron plate leg and r follow.

Appearance

Lithe puma. T grows





Expeditious Retreat", "2nd Level"=>"Heat Metal, Invisibility"}], "Infuse Item"=>"Imbue mundane items with magical infusions, turning them into magic items. Can attune to that item immediately.", "Infusions Known"=>4, "The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work"}], "Battle Smith Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Smith's Tools", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus", "Spell DC"=>15, "3rd Level"=>"Heroism, Shield", "5th Level"=>"Branding Smite, Warding Bond"}], "Battle Ready"=>"Proficient with Martial Weapons. When attacking with magic weapons can add intelligence modifier instead of strength or dexterity modifier to attack and damage rolls", "Steel Defender"=>"Can build a clockwork creature with the Steel Defender Stat Block once per long rest", "Extra Attack"=>"Can take a second attack action each turn"}], "Steel Defender Abilities"=>[{"Description"=>"Iron Mastiff", "Armor Class"=>15, "Hit Points"=>"2+ your Intelligence modifier + 5 times your artificer level (the defender has a number of Hit Dice [d8s] equal to your artificer level)", "Speed"=>40, "str"=>14, "dex"=>12, "con"=>14, "int"=>4, "wis"=>10, "cha"=>6, "Proficiencies"=>"Proficiency Bonus + - Athletics +2 plus PB, Perception +0 plus PBx2, Dex Saves +3 plus PB, Con Saves +2 plus PB", "Immunities"=>"Immune to Poison and Psychic Damage. Immune to Poison, Charmed and Exhaustion. Resistant to Fire", "Darkvision"=>"60ft. Passive Perception 22", "Vigilant"=>"Can't be surprised", "Force Empowered Rend"=>"Using a + Spellcasting modifier to hit one target within 5ft. Deals 1d8+PB force damage.", "Repair"=>"(3/Day) Restore 2d8+6 hit points to itself or another object or construct within 5ft", "Extra Attack"=>"Can take a second attack action each turn", "Deflect Attack"=>"Imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it provided that attack roll is against a creature other than it, The attacker takes 1d4+8 force damage.", "Intimidate"=>"It is an imposing sight and all those seeing it for the first time must make a DC 12 Wisdom save or become frightened for 1 round")}]}

Proficiencies -
Proficiency Mod - +3

Languages - Common Tabaxi Elvish
Adjectives - Skilled, Quixotic, Senile,

- 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**



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?

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

he occasionally helps smuggle goods passed port officials

item immediately.", "Infusions Known"=>4, "The Right Tool for the Job"=>"Can produce any set of artisan's tools with 1 hour work"}], "Battle Smith Abilities"=>[{"Tool Proficiency"=>"Proficiency with Tinker's Tools, Thieve's Tools and Smith's Tools", "Spellcasting"=>[{"Description"=>"Requires Tinker's Tools as Spellcasting focus", "Spell DC"=>15, "3rd Level"=>"Heroism, Shield", "5th Level"=>"Branding Smite, Warding Bond"}], "Battle Ready"=>"Proficient with Martial Weapons. When attacking with magic weapons can add intelligence modifier instead of strength or dexterity modifier to attack and damage rolls", "Steel Defender"=>"Can build a clockwork creature with the Steel Defender Stat Block once per long rest", "Extra Attack"=>"Can take a second attack action each turn"}], "Steel Defender Abilities"=>[{"Description"=>"Iron Mastiff", "Armor Class"=>15, "Hit Points"=>"2+ your Intelligence modifier + 5 times your artificer level (the defender has a number of Hit Dice [d8s] equal to your artificer level)", "Speed"=>40, "str"=>14, "dex"=>12, "con"=>14, "int"=>4, "wis"=>10, "cha"=>6, "Proficiencies"=>"Proficiency Bonus + - Athletics +2 plus PB, Perception +0 plus PBx2, Dex Saves +3 plus PB, Con Saves +2 plus PB", "Immunities"=>"Immune to Poison and Psychic Damage. Immune to Poison, Charmed and Exhaustion. Resistant to Fire", "Darkvision"=>"60ft. Passive Perception 22", "Vigilant"=>"Can't be surprised", "Force Empowered Rend"=>"Using a + Spellcasting modifier to hit one target within 5ft. Deals 1d8+PB force damage.", "Repair"=>"(3/Day) Restore 2d8+6 hit points to itself or another object or construct within 5ft", "Extra Attack"=>"Can take a second attack action each turn", "Deflect Attack"=>"Imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it provided that attack roll is against a creature other than it, The attacker takes 1d4+8 force damage.", "Intimidate"=>"It is an imposing sight and all those seeing it for the first time must make a DC 12 Wisdom save or become frightened for 1 round")}]}

Proficiencies -

Languages - Common Tabaxi Elvish
Adjectives - Skilled, Quixotic, Senile,

Special Abilities

greaves, morion. white mo chin beard

Express

Kinna get bettah wit gidgets, innit?

Iffin ya git yer rewards, what'll ya duu widdout em?

Manneri

Wierd twitches with arms, ha head, spasms. bronze a never fits

Motivati

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

Passion

Recycling. Inventions (orbs, gen

Secrets

he occasionally helps smuggle goods passed port officials

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