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

- X-wing shaped multi-arrow crossbow
- +2 - Shoots 4 bolts at once. One round to load. Afar is skilled with this and can move freely while reloading.
 Clockwork Dagger- 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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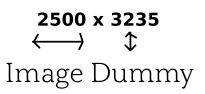
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CELL 2

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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 & Deard.

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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