

# 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	11	17	18	14

**CHA**  
  
15

**Saving Throws**  
**TODO Saving Throws**  
**Skills**  
Alchemy; Persuasion; Athletics  
Stealth; Athletics; Thieves' tools  
Tinker Tools; History; Percepti  
Smith's tools;  
**Proficiencies** TODO  
**Damage Immunities**  
**TODO Damage Immunities**  
**Condition Immunities**  
**TODO Condition Immunities**  
**Senses** TODO Senses  
**Languages** Common Tabaxi Elv  
**Adjectives** Tabaxi ,

## Special Abilities

- **Magical Tinkering; Extra**  
**Attack; Feline Agility; Cat's**  
**Claws; Feline Agility; Right t**  
**for the Job; Infuse Item |**  
**Branding Smite; Warding**  
**Bond; Heroism; Shield. | Spe**  
0 - 2; 1 - 4 ; 2 - 2

## Special Equipment

- **X-wing shaped mult**  
**arrow crossbow**
- **+2** - Shoots 4 bolts at  
once. One round to load. Afa  
is skilled with this and can  
move freely while reloading.
- **Clockwork**  
**Dagger** - If Afar has  
wound the hilt of this dagge  
and strikes an opponent
- he can let the dagger go to  
unwind *inside* the  
target's flesh causing 1d6  
damage per round for 3 roun  
or until the target removes i  
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

## 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 gidge 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 right.

### Motivations

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

### Passions

Recycling. Inventions. Shit balls (orbs, gems, etc.)

### Secrets

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**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; 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 ,

2500 x 3235  
Image Dummy

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### Mannerisms

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

### Special Abilities

- Magical Tinkering; Extra Attack; Feline Agility; Claws; Feline Agility; tool for the Job; Infused Branding Smite; War Bond; Heroism; Shield Spells: 0 - 2; 1 - 4 ;

### Special Equipment

- <p><b>X-wing shield arrow crossbow
- +2 </b>- Shoots 4 once. One round to is skilled with this a move freely while r

2500 x 3235

Image Dummy

</p><p><b>Clockwork Dagger</b> - If Afar wounds the hilt of the dagger and strikes an opponent, he can let the dagger unwind <i>inside</i> the target's flesh causing 1d6 damage per round until the dagger removes it from the target. He carries a number of these prize inventions.</p>

### 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.

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### Passions

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### Secrets

## BACKGROUND STORY

<p>Although still highly spirited and loyal to his tribe at his core, Afar's time with the tinkering Gnomes of Riddiruck Falls changed him. Always a bright Tabaxi, he was never given the chance to realize his true calling until introduced to tinkering. When his nomadic tribe came upon the village and befriended the genius gnomes, it wasn't before Afar bid farewell to his tribe in favor of studying the art of technology and artifice. He stayed in the village late into his life and was a collaborator on many of their greatest cityscape inventions. As old age set in, he did senility of sorts. Although highly skilled and able to apply himself to his processes of invention, he has become a sort of wandering Don Quixote figure.</p><p>This inventor cat-man with scruffy beard, pronounced tabard, bronze morion, and iron mastiff, is looking to bring light to the lives of others through his wild inventions. With his natural charm accented by his 'lost ki Quixotic creativity, he has established himself as a local merchant who incomprehensibly wheels and deals in his inventions and other remarkable goods. He always rummaging through the city garbage and will never turn down purchasing 'trade-in' oddities and 'another man's garbage'.</p>

## PERSONALITY

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