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Image Dummy

STARS-FROM-AFAR BILLIVING 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 9 (**DEX** 11 **CON** 17 **INT** 18 **WIS** 14)

CHA 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 ;

Special Equipment

- <p>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.

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 gey rewards, what'll ya duu widdout em?"

Mannerisms

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Special Equipment

- <p>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.
- </p><p>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.</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.

Actions

X-Wing Crossbow +2 - Fires 4 bolts (1d6 +2 dmg each) | **Clockwork Dagger** (1d6 dmg then 1d6 per turn)

move freely while
</p><p>Clockwork
Dagger - If Afar
wound the hilt of the
and strikes an opponent
• he can let the dagger
unwind <i>inside</i> the
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He carries a number of
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Then backs off to fire his X-Wing
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enough to disturb most people.</p><h3>Actions</h3><p>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)</p><h3>Factions</h3></div><div><p>Wierd twitches with arms, hands, neck, and head, like
like muscle spasms. Adjusts his bronze armor as if it never
if it never fits right.</p><h3>Motivations</h3><p>Afar seeks to create greatness from garbage. This
began with Hijack, his steel mastiff.</p><h3>Passions</h3><p>Recycling. Inventions. Shiny balls (orbs, gems,
etc.)</p><h3>Secrets</h3></div></div></div>

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Secrets