



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 (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; 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

-

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

2500 x 3235

Image Dummy

ROLEPLAYING

Introduction

The marketplace is rich with sight a sounds. A mastiff made of iron plate 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, ne 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

Recyclinging. Inventions. Shiny balls (gems, etc.)

Secrets

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**Proficiencies** TODO

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**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** <p><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.</p><p><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.</p>

Combat Tactics

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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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BACKGROUND  
STORY

Cell3

