



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 plat  
nudges your leg and nods for you to  
follow.

Appearance

Lithe and bony grey puma. Tabard.  
Bronze greaves, gauntlets, and mori  
Pronounced white moustache &amp; chin  
beard.

Expressions

"Kinna get bettah wit gidgets, innit?"  
"Iffin ya git yer rewards, what'll ya d  
widdout em?"

Mannerisms

Wierd twitches with arms, hands, ne  
and head, like muscle spasms. Adjust  
his bronze armor as if it never fits ri

Motivations

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

Passions

Recycling. Inventions. Shiny balls (o  
gems, etc.)

Secrets

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TODO Damage Immunities  
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TODO Condition  
Immunities  
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Tabaxi, Elven,  
**Adjectives** Tabaxi,

**Special Abilities** -  
**Special Equipment** -

Combat Tactics

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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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Shiny balls (orbs, gems,  
etc.)

Secrets

BACKGROUND  
STORY

Although still highly  
spiritual and loyal to his  
tribe at his core, Afar's  
time with the tinkering Hill  
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 long  
before Afar bid farewell to  
his tribe in favor of  
studying the arts 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, so did senility of sorts.  
Although still highly skilled  
and able to apply himself  
to his processes of  
invention, he has become  
a sort of wandering Don  
Quixote figure.

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 accentuated by  
his 'lost kitty' Quixotic  
creativity, he has  
established himself as a  
local merchant who  
incomprehensibly wheels  
and deals in his inventions  
and other remarkable  
goods. He is always  
rummaging through the  
city garbage and will  
never turn down  
purchasing 'trade-in'  
oddities and 'another  
man's garbage'.