

2500 x 3235
Image Dummy

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; 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 multi arrow crossbow
- +2 - Shoots 4 bolts at once. One round to load. Afar is skilled with this and can move freely while reloading.

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Special Equipment

- <p>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.
- <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)

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 gidgets, innit?", "Iffiya git yer rewards, what'll ya duu widdout em?"

Mannerisms

...recovery time

</p><p>Clockwork Dagger - 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 for 3 rounds or until the dagger is removed. He carries a number of prize inventions.</p>

Combat Tactics

Darts about landing clockwork daggers and letting them explode. 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

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

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

Secrets

...for 3 turns or until pulled out)

Factions

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