



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	17	18	14	
	(+1)	(+4)	(+4)	(+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

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>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><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 for 3 turns
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Factions

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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

Appearance

Lithe and bony grey puma. Tabard.
Bronze greaves, gauntlets, and mor
Pronounced white moustache &
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 rig

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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Secrets

BACKGROUND STORY

<p>Although still highly
spiritual and loyal to his
tribe at his core, Afar's time
with the tinkering Hill
Gnomes of Riddruck 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. </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
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'.</p>

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