Previous Next

x 3235

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.

DEX WIS CHA

STR 15 9 (0) (+4)(+4)(+3)

Saving Throws -

Skills -

Alchemy; Persuasion; Athletics; Stealth; Athletics; Thieves' tools; Tinker Tools; History; Perception; Smith's tools;

Proficiencies -Proficiency Mod - +3

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 323 CLOUDS

Image Dun

STARS-FROM-AFAR BILLOWING (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 (0) (+1)(+4)(+4)(+2)

15 (+3)

Introduction

ROLEPLAYING

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 & amp; chin

**Expressions** 

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

Mannerisms

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** 

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

Secrets

Saving Throws -Saving Throws -Skills -

Alchemy; Persuasion; Athletics; Stealth; Athletics; Thieves' tools: Tinker Tools: History; Perception; Smith's tools:

**Proficiencies** -

Languages -Common Tabaxi Elven Adjectives - Tabaxi.

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**Special Equipment** 

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