

# 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; At  
Stealth; Athletics; Thiev

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**Saving Throws** TODO Saving Thro  
**Skills** Alchemy; Persuasion; Athletics; Stea  
Athletics; Thieves' tools; Tinker Too  
History; Perception; Smith's tools;

**Proficiencies** TODO

**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><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 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

2500 x 3235

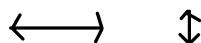


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2500 x 3235  
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<p>Tinker Tools; History; Personality; Smith's tools;</p> <p><b>Proficiencies</b></p> <p><b>Damage Immunities</b></p> <p>TODO Damage Immunities</p> <p><b>Condition Immunities</b></p> <p>TODO Condition Immunities</p> <p><b>Senses</b> TODO Senses</p> <p><b>Languages</b></p> <p>Common Tabaxi Elven ,</p> <p><b>Adjectives</b> Tabaxi ,</p>	<h2>ROLEPLAYING</h2> <h3>Introduction</h3> <p>The marketplace is rich with sight and sounds. A mastiff made of iron plates nudges your leg and nods for you to follow.</p> <h3>Appearance</h3> <p>Lithe and bony grey puma. Tabard. Bronze greaves, gauntlets, and morion. Pronounced white moustache &amp; chin beard.</p> <h3>Expressions</h3> <p>"Kinna get bettah wit gadgets, innit?", "Iffin ya git yer rewards, what'll ya duu widdout em?"</p> <h3>Mannerisms</h3> <p>Wierd twitches with arms, hands, neck, and head, like muscle spasms. Adjusts his bronze armor as if it never fits right.</p> <h3>Motivations</h3> <p>Afar seeks to create greatness from garbage. This began with Hijack, his steel mastiff.</p> <h3>Passions</h3> <p>Recycling. Inventions. Shiny balls (orbs, gems, etc.)</p> <h3>Secrets</h3>	<p>people.</p> <p><b>Actions</b></p> <p>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)</p> <p><b>Factions</b></p>
<p><b>Special Abilities</b></p> <ul style="list-style-type: none"><li>Magical Tinkering; E Attack; Feline Agility; Claws; Feline Agility; tool for the Job; Inf Branding Smite; Wa Bond; Heroism; Shi Spells: 0 - 2; 1 - 4 ;</li></ul> <p><b>Special Equipment</b></p> <ul style="list-style-type: none"><li>&lt;p&gt;&lt;b&gt;X-wing she arrow crossbow</li><li>+2 &lt;/b&gt;- Shoots 4 once. One round to is skilled with this a move freely while r &lt;/p&gt;&lt;p&gt;&lt;b&gt;Clockwork Dagger&lt;/b&gt; - If Afar wound the hilt of th and strikes an oppo</li><li>he can let the dagger unwind &lt;i&gt;inside&lt;/i&gt; target's flesh causing damage per round rounds or until the removes it from their flesh. He carries a number of these prize inventions.&lt;/p&gt;</li></ul> <p><b>Combat Tactics</b></p> <p>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.</p> <p><b>Actions</b></p> <p>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)</p> <p><b>Factions</b></p>	<h2>ROLEPLAYING</h2> <h3>Introduction</h3> <p>The marketplace is rich with sight and sounds. A mastiff made of iron plates nudges your leg and nods for you to follow.</p> <h3>Appearance</h3> <p>Lithe and bony grey puma. Tabard. Bronze greaves, gauntlets, and morion. Pronounced white moustache &amp; chin beard.</p> <h3>Expressions</h3> <p>"Kinna get bettah wit gadgets, innit?", "Iffin ya git yer rewards, what'll ya duu widdout em?"</p> <h3>Mannerisms</h3> <p>Wierd twitches with arms, hands, neck, and head, like muscle spasms. Adjusts his bronze armor as if it never fits right.</p> <h3>Motivations</h3> <p>Afar seeks to create greatness from garbage. This began with Hijack, his steel mastiff.</p> <h3>Passions</h3> <p>Recycling. Inventions. Shiny balls (orbs, gems, etc.)</p> <h3>Secrets</h3>	<p><b>Background Story</b></p> <p>&lt;p&gt;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, wasn't long before AFar bid farewell to his tribe in favor of studying the art 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. &lt;/p&gt;&lt;p&gt;This invention of a cat-man with scruffy beard.</p>

pronounced tabard, bronze morion, and iron mastiff, is looking to bring light to the lives of others through his wild inventions. With his natural character accentuated by his 'lost kitty' Quixotic creativity, he has established himself as a local merchant who incomprehensibly wheels and deals his inventions and other remarkable goods. He is always rummaging through the city garbage and will not turn down purchasing 'trade-in' oddities and 'another man's garbage'.

## PERSONALITY