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 14 9() 11 17 18

CHA 15

Saving Throws

TODO Saving Throws Skills

Alchemy; Persuasion; At Stealth; Athletics; Thiev Tinker Tools; History; Pe Smith's tools;

Proficiencies Damage Immunities

TODO Damage Immunit Condition Immunities TODO Condition Immuni

Senses TODO Senses Languages

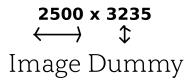
Common Tabaxi Elven, Adjectives Tabaxi,

Special Abilities

 Magical Tinkering; E Attack; Feline Agilit Claws; Feline Agility tool for the Job; Infi Branding Smite; Wa Bond; Heroism; Shi Spells: 0 - 2; 1 - 4;

Special Equipment

- X-wing sha arrow crossbow
- +2 - Shoots 4 once. One round to is skilled with this a move freely while



ROLEPLAYING

Introduction

The marketplace is rich with sight and sounds. mastiff made of iron plates nudges your leg an nods for you to follow.

Appearance

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

Expressions

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

Mannerisms

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

Proficiencies TODO

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common Tabaxi Elv Adjectives Tabaxi,

Special Abilities

 Magical Tinkering; Extra Attack; Feline Agility; Cat's Claws; Feline Agility; Right t for the Job; Infuse Item **Branding Smite; Warding** Bond; Heroism; Shield. | Spe 0-2;1-4;2-2

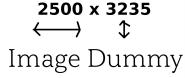
Special Equipment

- X-wing shaped mult arrow crossbow
- +2 - Shoots 4 bolts at once. One round to load. Afa is skilled with this and can move freely while reloading. Clockwork Dagger - If Afar has wound the hilt of this dagge 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 rour or until the target removes i from their flesh. He carries a number of these prize inventions.

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.

X-Wing Crossbow +2 - Fires 4 boli (1d6 +2 dmg each) | Clockwork Dagger (1d6 dmg then 1d6 per tu



Clock
Dagger - If Afa
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and strikes an opport

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 target's flesh causi damage per round rounds or until the removes it from the He carries a numbe prize inventions. Wierd twitches with arms, hands, neck, and hea like muscle spasms. Adjusts his bronze armor a 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.)

Combat Tactics Secrets

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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

for 3 turns or until pulled out)

Factions

ROLEPLAYING

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Cell3

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Secrets