



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;
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

-

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 3235

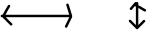


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ROLEPLAYING

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 gadgets, innit?", "Iffin ya git yer rewards, what'll ya do 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

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

Secrets

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Languages Common,
Tabaxi, Elven,
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Special Abilities -
Special Equipment -

Combat Tactics

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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)

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BACKGROUND STORY

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, 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. 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'.