

# STARS-FROM-AFAR BILLLOWING 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**  
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**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 w  
reloading.</p><p><b>Clockwork  
Dagger</b> - If Afar has wound  
the hilt of this dagger and strik  
an opponent
- he can let the dagger go to unv  
<i>inside</i> the target's fles  
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 dagg  
and letting them unwind. Then back  
off to fire his X-Wing Crossbow. Use  
the noise is enough to disturb most

2500 x 3235

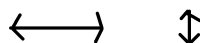


Image Dummy

2500 x 3235  
Image Dummy

Tinker Tools; History; Personality; Smith's tools;

**Proficiencies**

**Damage Immunities**

TODO Damage Immunities

**Condition Immunities**

TODO Condition Immunities

**Senses** TODO Senses

**Languages**

Common Tabaxi Elven ,

**Adjectives** Tabaxi ,

## 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 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

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

### Secrets

### Special Abilities

- 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 ;

### Special Equipment

- <p><b>X-wing she arrow crossbow
- +2 </b>- Shoots 4 once. One round to is skilled with this a move freely while r </p><p><b>Clockwork Dagger</b> - If Afar wound the hilt of th and strikes an oppo
- he can let the dagger unwind <i>inside</i> target's flesh causing damage per round rounds or until the 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 or until pulled out)

### Factions

people.

**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**

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### Secrets

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## BACKGROUND STORY

<p>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. </p><p>This invention of a 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 charisma, 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