

2500 x 3235
↔ ↑
Image Dummy

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 () 11 17 18 14

CHA
15

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

- 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 ;

Special Equipment

- <p>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.

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?", "Iff ya git yer rewards, what'll ya duu widdout em?"

Mannerisms

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 11 17 18 14

CHA
15

Saving Throws
TODO Saving Throws
Skills
Alchemy; Persuasion; Athletics; Stealth; Athletics; Thieves' tools; Tinker Tools; 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>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.
- <p>Clockwork Dagger - 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 for 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 people.

Actions

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

move freely while
</p><p>Clockwork
Dagger - If Afar
wound the hilt of the
and strikes an opponent
• he can let the dagger
unwind <i>inside</i>
target's flesh causing
damage per round for 3
rounds or until the
removes it from the
He carries a number of
prize inventions.</p>

Combat Tactics

Darts about landing clockwork
daggers and letting them
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

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

Dagger (1d6 dmg then 1d6 per turn
for 3 turns or until pulled out)

Factions

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 gidge
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