

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	11	17	18	14
(0)	(+1)	(+4)	(+4)	(+2)

CHA
15
(+3)

Saving Throws -
Skills -
Alchemy; Persuasion;
Athletics; Stealth; Athletics;
Thieves' tools; Tinker Tools;
History; Perception; Smith's
tools;
Proficiencies -
Proficiency Mod - +3

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

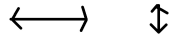


Image Dummy

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

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	11	17	18	14
(0)	(+1)	(+4)	(+4)	(+2)

CHA
15
(+3)

Saving Throws -
Saving Throws -
Skills -
Alchemy; Persuasion;
Athletics; Stealth; Athletics;
Thieves' tools; Tinker Tools;
History; Perception; Smith's
tools;
Proficiencies -

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

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

BACKG STORY

Altho
spiritual
tribe at
time wi
Hill Gno
Falls
Always
he was
chance
calling
tinkering
nomadic
the
befriend
gnomes
before
to his
studying
technol
He stay
late into
collabor
their gi
inventio
in, so di
Althoug
skilled
himself
of inve
become
wanderi
figure.

This
with
pronoun
bronze
mastiff,
light to
through
inventio
natural
by his 'I
creativit
establis
local
incompr
and
inventio
remarka
always
through
and will
purchas
oddities
man's g

x 3235
↓
Dummy