

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 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 for the Job; Infuse Item | Branding Smite; Warding Bond; Heroism; Shield. | Sp 0 - 2; 1 - 4 ; 2 - 2

- Special Equipment
- <p>X-wing shaped multi arrow crossbow
 - +2 - Shoots 4 bolts at once. One round to load. Afar is skilled with this and can move freely while reloading
 - </p><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 from their flesh. He carries number of these prize inventions.</p>

2500 x 3235
Image Dummy

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 Hit Dice)

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; 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; Claws; Feline Agility; tool for the job; Infused Branding Smite; Weapon Bond; Heroism; Shield Spells: 0 - 2; 1 - 4 ;

Special Equipment

- <p>X-wing shield arrow crossbow

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.

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

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

- +2 - Shoots 4 once. One round to is skilled with this a move freely while r
- Clockwork Dagger - If Afar wound the hilt of th and strikes an oppo
- he can let the dagger unwind inside the target's flesh causing damage per round rounds or until the removes it 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.

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

Motivations

Afar seeks to create greatness from garbage. The began with Hijack, his steel mastiff.

Passions

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

Secrets

BACKGROUND STORY

Although still highly spirited and loyal to his tribe at his core, Afar's time with the tinkering 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 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.

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 kit Quixotic creativity, he has established himself as a local merchant who incomprehensibly wheels and deals in his inventions and other remarkable goods. He always rummaging through the city garbage and will never turn down purchasing 'trade-in' oddities and 'another man's garbage'.

PERSONALITY

Although still highly spiritual and loyal to his tribe at his core, AFar's time with the tinkering 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 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.

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 kit' Quixotic creativity, he has established himself as a local merchant who incomprehensibly wheels and deals in his inventions and other remarkable goods. He always rummaging through the city garbage and will never turn down purchasing 'trade-in' oddities and 'another man's garbage'.