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

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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' too Tinker Tools; History; Percepti Smith's tools;

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Tabaxi Elv
Adjectives Tabaxi,

Special Abilities

 Magical Tinkering; Extra Attack; Feline Agility; Cat's Claws; Feline Agility; Right t for the Job; Infuse Item | Branding Smite; Warding Bond; Heroism; Shield. | Spe 0 - 2; 1 - 4; 2 - 2

Special Equipment

- 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.
 Clockwork
 Dagger If Afar has wound the hilt of this dagge 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 rour or until the target removes i 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 boli (1d6 +2 dmg each) | Clockwork Dagger (1d6 dmg then 1d6 per tu

CHA

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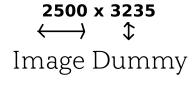
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Combat Tactics

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Special Equipment

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 & amp; chin beard.

Expressions

"Kinna get bettah wit gidgets, 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

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

Secrets

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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)

Factions

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BACKGROUND STORY

Although still highly spiritual and loyal to his tribe at his core Afar's time with the tinkering H **Gnomes of Riddiruck Falls chan** him. Always a bright Tabaxi, he never given the chance to realiz his true calling until introduced tinkering. When his nomadic tri came upon the village and befriended the genius gnomes, wasn't long before AFar bid fare to his tribe in favor of studying arts of technology and artifice. stayed in the village late into hi life and was a collaborator on m of their greatest cityscape inventions. As old age set in, so senility of sorts. Although still highly skilled and able to apply himself to his processes of invention, he has become a sort wandering Don Quixote figure. This inventor cat-man with scruffy beard, pronounced taba

bronze morion, and iron mastin looking to bring light to the live others through his wild inventic With his natural charm accented his 'lost kitty' Quixotic creativit has established himself as a loc merchant who incomprehensible wheels and deals in his inventic and other remarkable goods. He always rummaging through the garbage and will never turn do purchasing 'trade-in' oddities al 'another man's garbage'.

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