

# Rashik Firepalm

CHARACTER NAME

**Artificer (Armorer) 5**  
CLASS & LEVEL

**Forest gnome (m)**  
RACE

**Sage**  
BACKGROUND

**Neutral**  
ALIGNMENT

PLAYER NAME

**0**

EXPERIENCE POINTS

6/10/2025, 9:43 PM

# Rashik Firepalm

CHARACTER NAME

42

AGE

3.5 ft (Small)

HEIGHT

33 lb.

WEIGHT

Yellow

EYES

Bronze

SKIN

None

HAIR

(unarmored) Badly hurt by acid, missing flesh in areas and some bone visible

(armored) Covered fully in crystalline blue armor, appearing as very ornate

## APPEARANCE

Sage (Researcher)

When I was young I fell into a small dark hole in the ground. As I hit the ground a small crystal embedded itself in my left hand. The hole sealed behind me and I was trapped underground for 5 days before rescued by goblins. On day 3 I cast my first spell in terror of the darkness, causing my left hand to start glowing. Unfortunately I was untrained and cast a very weak version with such conviction that it is now permanent and damaged my ability to cast spells.

After dying in combat, I made a deal with an entity I believe to be the Immaculate Lady to resurrect me so I can continue my fight against Fel magic. This stripped me of my magical abilities, but granted me a powerful arcane suit of armor

Ever since then I've focused my entire being on learning spells and abilities that can push back the darkness, in one way or another. My focus on fire and constant glowing annoyed those I grew up with, so I left home and adopted my nickname "Firepalm" in place of my surname. Eventually I found a group of giants who valued my skills and were mostly amused by their tiny glowing friend. I lived with them researching fire and light (both magical and mundane) until I heard the call of adventure...

## CHARACTER BACKSTORY

## ALLIES & ORGANIZATIONS

My old spell focus gem acts as smith's tools, magically creating a spectral form of whatever tool I need. This counts as my Right Tool for the Job usage and is permanent

My crystal armor is a symbiote. If I fall unconscious I can spend 1 hit dice to recover

Infusions: Enhanced Defense, Repeating Shot, Replicate magic item, Homunculus Servant

The blue Immaculate Lady crystal bypasses Homunculus Servant's gold cost

## ADDITIONAL FEATURES

(stolen) Arcelous's book, gives +1 to history, +1 saving throws and ability checks against demons while in my possession

Ship fog gem

1/2 bag of arcane residium

Uncursed Orb of Arceus (+1 spell attack and spell dc)

Sending stone (sends 25 words / day)

Guano

Basilisk Eyes (2 petrification, 4 poison)

Pendant of fireball (0 charge)

Redclaw's right claw

Enchanted Rug Beater

Claw from Sagauhen, that was once burning but no longer is

School of Conjuraton candle

Tears of Failure (0/5 tears)

Fel Menagerie book.

## TREASURE

## Artificer (Int)

SPELLCASTING CLASS (SPELLCASTING ABILITY)

6

DAILY SPELLS TO  
PREPARE

15

SPELLS SAVE DC

+7

SPELLS ATTACK BONUS

0

CANTRIPS

3

2

6

spare the dying

mending

SPELL  
LEVEL

SLOTS

SLOTS EXPENDED

1

4

☒ magic missile

☒ thunderwave

☒ cure wounds

☒ false life

☒ faerie fire

☒ feather fall

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐

☐

2

3

☒ mirror image

☒ shatter

☒ enlarge/reduce

☒ levitate

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐

☐

4

5

7

8

9