

Rashik Firepalm

CHARACTER NAME

Artificer (Armorer) 5

CLASS & LEVEL

Forest gnome (m)

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

INSPIRATION		16+1		+3		25+5			
STRENGTH	+1	+3	PROFICIENCY BONUS	AC	INITIATIVE	SPEED			
12	<input type="checkbox"/> +1	Strength	Hit Point Maximum	29		PERSONALITY TRAITS			
DEXTERITY	<input type="checkbox"/> +3	Dexterity	29	CURRENT HIT POINTS		Magic is neither good nor evil, but it can be perverted by bad wielders			
+3	<input checked="" type="checkbox"/> +4	Constitution	7	TEMPORARY HIT POINTS		IDEALS			
16	<input checked="" type="checkbox"/> +7	Intelligence				Immaculate Lady?			
	<input type="checkbox"/> +2	Wisdom				BONDS			
	<input type="checkbox"/> -2	Charisma				I am vulnerable to bludgeoning damage			
SAVING THROWS		CONSTITUTION		NAME		ATK		DAMAGE/TYPE	
+1	<input type="checkbox"/> +3	Acrobatics (Dex)	Total	5d8		Successes		<input type="checkbox"/>	
13	<input type="checkbox"/> +2	Animal Handling (Wis)	HIT DICE			Failures		<input type="checkbox"/>	
	<input checked="" type="checkbox"/> +7	Arcana (Int)		Dagger		+6		1d4+3 piercing	
	<input type="checkbox"/> +1	Athletics (Str)		Quarterstaff		+4		1d6+1 bludgeoning	
INTELLIGENCE	<input type="checkbox"/> -2	Deception (Cha)		Amethyst Revolver		+3		1d10+1 piercing	
+4	<input checked="" type="checkbox"/> +7	History (Int)		Thunder Gauntlets		+4		1d8+4 thunder	
18	<input type="checkbox"/> +2	Insight (Wis)		Dagger. <i>Melee</i> : +6 (1d4+3 piercing ; finesse, light, thrown (range 20/60))					
	<input type="checkbox"/> -2	Intimidation (Cha)		Quarterstaff. <i>Melee</i> : +4 (1d6+1 bludgeoning ; versatile (1d8))					
	<input type="checkbox"/> +4	Investigation (Int)		Lightning launcher: +6 90/300 1d6 and another 1d6 if I hit					
WISDOM	<input type="checkbox"/> +2	Medicine (Wis)							
+2	<input type="checkbox"/> +4	Nature (Int)							
15	<input type="checkbox"/> +2	Perception (Wis)							
	<input type="checkbox"/> -2	Performance (Cha)							
	<input type="checkbox"/> -2	Persuasion (Cha)							
CHARISMA	<input type="checkbox"/> +4	Religion (Int)							
-2	<input type="checkbox"/> +3	Sleight of Hand (Dex)							
6	<input type="checkbox"/> +3	Stealth (Dex)							
	<input type="checkbox"/> +2	Survival (Wis)							
SKILLS		ATTACKS & SPELLCASTING		FEATURES & TRAITS					
12	PASSIVE WISDOM (PERCEPTION)	CP	0	Dagger, quarterstaff, chain shirt, arcane focus/crystal, spellbook, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin, rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/ common, small knife, belt pouch		Gnome Cunning		Speak with Small Beasts	
Weapons	simple weapons	SP	0			Natural Illusionist (<i>minor illusion</i> at will)		Researcher	
Armors	light armor, medium armor, shields, , heavy armor	EP	0			KNOWN INFUSIONS		* enhanced defense	
Tools	thieves' tools, tinker's tools, smith's tools, smith's tools	GP	6-800	Equipment weight 91 lb - Cost 142.72 gp		enhanced weapon		homunculus servant	
Languages	Common, Giant, Gnomish, Goblin	PP	0	Coins weight 0.1 lb		* replicate magic item: rope of climbing			

PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

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

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 Conjuraction candle

Tears of Failure (0/5 tears)

Fel Menagerie book.

TREASURE

Artificer (Int)

SPELLCASTING CLASS (SPELLCASTING ABILITY)

6

DAILY SPELLS TO
PREPARE

15+1

SPELLS SAVE DC

+7+1

SPELLS ATTACK BONUS

0

CANTRIPS

3

2

6

spare the dying

mending

Minor Illusion

SPELL
LEVEL

SLOTS

SLOTS EXPENDED

1

4

XXXX

☒ magic missile

☒ thunderwave

☒ cure wounds

☒ false life

☒ faerie fire

☒ feather fall

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

2

3

XX

☒ mirror image

☒ shatter

☒ enlarge/reduce

☒ levitate

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

4

5

7

8

9