

Rashik Firepalm

CHARACTER NAME

Artificer (Armorer) 5	Sage	PLAYER NAME
CLASS & LEVEL	BACKGROUND	
Forest gnome (m)	Neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION						I miss my ability to burn things. I have a new deity that I don't understand
STRENGTH	+1	+3 PROFICIENCY BONUS	16+1	+3	25 ft.	
DEXTERITY	+3	AC	INITIATIVE	SPEED	PERSONALITY TRAITS	
12	<input type="checkbox"/> +1 Strength <input type="checkbox"/> +3 Dexterity <input checked="" type="checkbox"/> +4 Constitution <input checked="" type="checkbox"/> +7 Intelligence <input type="checkbox"/> +2 Wisdom <input type="checkbox"/> -2 Charisma	Hit Point Maximum	29			Magic is neither good nor evil, but it can be perverted by bad wielders
16			29			
CONSTITUTION		CURRENT HIT POINTS		IDEALS		
+1				Immaculate Lady?		
13	<input type="checkbox"/> +3 Acrobatics (Dex) <input type="checkbox"/> +2 Animal Handling (Wis) <input checked="" type="checkbox"/> +7 Arcana (Int) <input type="checkbox"/> +1 Athletics (Str) <input type="checkbox"/> -2 Deception (Cha) <input checked="" type="checkbox"/> +7 History (Int) <input type="checkbox"/> +2 Insight (Wis) <input type="checkbox"/> -2 Intimidation (Cha) <input type="checkbox"/> +4 Investigation (Int) <input type="checkbox"/> +2 Medicine (Wis) <input type="checkbox"/> +4 Nature (Int) <input type="checkbox"/> +2 Perception (Wis) <input type="checkbox"/> -2 Performance (Cha) <input type="checkbox"/> -2 Persuasion (Cha) <input type="checkbox"/> +4 Religion (Int) <input type="checkbox"/> +3 Sleight of Hand (Dex) <input type="checkbox"/> +3 Stealth (Dex) <input type="checkbox"/> +2 Survival (Wis)	Total	5d8	Successes <input type="checkbox"/> <input type="checkbox"/>		BONDS
+4		HIT DICE		Failures <input type="checkbox"/> <input type="checkbox"/>		I am vulnerable to bludgeoning damage
18						FLAWS
15						Magical Tinkering
-2						Infuse Item (4 infusions known, 2 infused items)
6						Tools of the Trade *
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		Armor Spells (<i>magic missile, thunderwave, mirror image, shatter</i>)
Weapons simple weapons	SP	0				Arcane Armor
Armors light armor, medium armor, shields, , heavy armor	EP	0				Armor Model
Tools thieves' tools, tinker's tools, smith's tools, smith's tools	GP	10				The Right Tool for the job
Languages Common, Giant, Gnomish, Goblin	PP	0				Extra Attack
SKILLS			ATTACKS & SPELLCASTING			
			Dagger. Melee : +6 (1d4+3 piercing ; finesse, light, thrown (range 20/60))			Medium Armor Master
			Quarterstaff. Melee : +4 (1d6+1 bludgeoning ; versatile (1d8))			Darkvision (60 ft.)
						Gnome Cunning
						Speak with Small Beasts
						Natural Illusionist (<i>minor illusion</i> at will)
						Researcher
PROFICIENCIES & LANGUAGES			EQUIPMENT		FEATURES & TRAITS	

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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.

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...

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

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

Active Infusions:

Enhanced Defense: +1 to AC

Enhanced weapon (pistol): +1 attack and damage

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 residuum

Uncursed Orb of Arceleus (+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 Conjunction candle

Tears of Failure (0/5 tears)

Fel Menagerie book.

CHARACTER BACKSTORY

TREASURE

