Rashik Firepalm

CHARACTER NAME

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

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		INSPIRATION						I miss my ability to burn things. I have a
STRENGTH				16+1	+3	3	25+5	new deity that I don't understand
+1	+3	PROFICIENCY BONUS		AC	INITIA	IVE	SPEED	
12	+1	Strength	Hit	Point Maxi	mum		29	PERSONALITY TRAITS
	+3	_			29	a		Magic is neither good nor evil, but it can
DEXTERITY	+4	Constitution		_				be perverted by bad wielders
+3	✓ +7	Intelligence		•	URRENT HIT	POIN	rs	IDEALC
	+2	Wisdom						IDEALS
16		Charisma						Immaculate Lady?
CONSTITUTION	S	SAVING THROWS		TE	MPORARY H	IT POI	NTS	
+1	+3	Acrobatics (Dex)	т.	5	d8			BONDS
1 1	+2	Animal Handling (Wis)	10	otal 5	uo_	Succe	sses	I am vulnerable to bludgeoning damage
13	✓ +7	Arcana (Int)				Fail	ures	I am vame asie to shaageoming aamage
	+1	Athletics (Str)		HIT DIC	E	Tan		
INTELLIGENCE		Deception (Cha)		NAME	ATK	DAM	AGE/TYPE	FLAWS
+4	- +7	_ , , ,		Dagger	+6		+3 piercing	
• •		Insight (Wis)		Quartersta	aff +4	146+	1 bludgeoning	Magical Tinkering
18	+4	Intimidation (Cha)						Infuse Item (4 infusions known, 2 infused
	+2	_ ,	Th	under Gau	ntlets +4	1d8	+4 thunder	items)
WISDOM	+4		Lig	htning Lau	ncher +4	(2x) 1	d6+4 lightning	Tools of the Trade *
+2	+2				lee : +6 (1d4			Armorer Spells (<i>magic missile,</i> thunderwave, mirror image, shatter)
	-2	Performance (Cha)	fine	esse, light	, thrown (rai	nge 20/	(60))	Arcane Armor
15	2	Persuasion (Cha)			f . <i>Melee</i> : +- ; versatile (1		⊦ 1	
CHARISMA	+4	Religion (Int)			,	//		Armor Model
CHARISMA	+3	Sleight of Hand (Dex)						The Right Tool for the job
-2	+3	_ ` ′						Extra Attack
_	+2	Survival (Wis)						Medium Armor Master
6		SKILLS						Darkvision (60 ft.)
				ATTA	CKS & SPEL	LCASTI	NG	Gnome Cunning
					Dagger, qu	ı artarat	off chain	Speak with Small Beasts
12	PASSIVE WIS	DOM (PERCEPTION)	CP	0	shirt, arca	ne focu	s/crystal,	Natural Illusionist (<i>minor illusion</i> at will)
					mess kit, t	inderbo	ox, torch (10),	Researcher
Weapons simple weapons		SP	0	rations/1 day (10), waterskin, rope/hempen 50 feet, ink/1			. Cooding the	
Armors light a heavy armor	rmor, mediur	n armor, shields, ,	EP	0	ounce bott common, s		pen, clothes/ nife, belt	
	tools, tinker's	s tools, smith's tools,			·	nt wais	.h+ 01 lh -	
smith's tools			GP	10	Equipmer Cost 142.		- טו דק אווי	
Languages Co	mmon, Giant	t, Gnomish, Goblin			Coins wei	ght 0.:	1 lb	
			PP	0				

PROFICIENCIES & LANGUAGES EQUIPMENT FEATURES & TRAITS

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42 3.5 ft (Small) 33 lb. HEIGHT AGE WEIGHT Yellow Bronze None **EYES** SKIN 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...

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 Arceleus (+1 spell attack and spell dc)

Sending stone (sends 25 words / day)

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 Conjuration candle

Tears of Failure (0/5 tears)

Fel Menagerie book.

CHARACTER BACKSTORY **TREASURE**

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Δrtif	ficer (Int)		6	15	+7
	ELLCASTING CLASS (SPELLCASTING A	ABILITY)	DAILY SPELLS TO PREPARE	SPELLS SAVE DC	SPELLS ATTACK BONUS
		_	_	_	
0	CANTRIPS	3	2	6	
spare the dyin	g				
mending					
SPELL LEVEL SLOTS	SLOTS EXPENDED				
1 4				7	
1 4					
✓ magic miss	ile				
✓ thunderway					
✓ cure wound		4			
✓ false life		+			
✓ faerie fire					
feather fall					
		_			
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2 3					
_					
mirror imag	ge				
shatter				_	
enlarge/red	luce	5		9	
levitate					
<u> </u>					

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