

Rashik Firepalm

CHARACTER NAME

Artificer (Armorer) 5

CLASS & LEVEL

Forest gnome (m)

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+4

18

WISDOM

+2

15

CHARISMA

-2

6

INSPIRATION

+3

PROFICIENCY BONUS

SAVING THROWS

☐+1

Strength

☐+3

Dexterity

☒+4

Constitution

☒+7

Intelligence

☐+2

Wisdom

☐-2

Charisma

SKILLS

12

PASSIVE WISDOM (PERCEPTION)

Weapons

simple weapons

Armors

light armor, medium armor, shields, , heavy armor

Tools

thieves' tools, tinker's tools, smith's tools, smith's tools

Languages

Common, Giant, Gnomish, Goblin

16+1

+3

25 ft.

AC

INITIATIVE

SPEED

Hit Point Maximum

29

CURRENT HIT POINTS

29

TEMPORARY HIT POINTS

Total

5d8

Successes

HIT DICE

NAME

ATK

DAMAGE/TYPE

Dagger

+6

1d4+3 piercing

Quarterstaff

+4

1d6+1 bludgeoning

Amethyst Revolver

+3+1

1d10+1 piercing

Thunder Gauntlets

+7

1d8+4 thunder

Dagger. Melee : +6 (1d4+3 piercing ; finesse, light, thrown (range 20/60))

Quarterstaff. Melee : +4 (1d6+1 bludgeoning ; versatile (1d8))

PERSONALITY TRAITS

Magic is neither good nor evil, but it can be perverted by bad wielders

IDEALS

Immaculate Lady?

BONDS

I am vulnerable to bludgeoning damage

FLAWS

Magical Tinkering

Infuse Item (4 infusions known, 2 infused items)

Tools of the Trade *

Armorer Spells (magic missile, thunderwave, mirror image, shatter)

Arcane Armor

Armor Model

The Right Tool for the job

Extra Attack

Medium Armor Master

Darkvision (60 ft.)

Gnome Cunning

Speak with Small Beasts

Natural Illusionist (minor illusion at will)

Researcher

PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

CP

0

SP

0

EP

0

GP

10

PP

0

Equipment weight 91 lb - Cost 142.72 gp

Coins weight 0.1 lb

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.

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

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

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 residium

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 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

Defensive field (bonus action, +5 tmp hp)

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