

Rashik Firepalm

CHARACTER NAME

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

INSPIRATION		16+1	+3	25+5		
STRENGTH		AC	INITIATIVE	SPEED		
+1	+3 PROFICIENCY BONUS					
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		PERSONALITY TRAITS	
DEXTERITY			29		Magic is neither good nor evil, but it can be perverted by bad wielders	
+3			CURRENT HIT POINTS		IDEALS	
16			7		Immaculate Lady?	
CONSTITUTION			TEMPORARY HIT POINTS		BONDS	
+1	<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"/> <input type="checkbox"/> <input type="checkbox"/>		I am vulnerable to bludgeoning damage
INTELLIGENCE		HIT DICE		Failures <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	FLAWS	
+4		NAME	ATK	DAMAGE/TYPE	Magical Tinkering	
18		Dagger	+6	1d4+3 piercing	Infuse Item (4 infusions known, 2 infused items)	
WISDOM		Quarterstaff	+4	1d6+1 bludgeoning	Tools of the Trade *	
+2		Amethyst Revolver	+3	1d10+1 piercing	Armorer Spells (<i>magic missile, thunderwave, mirror image, shatter</i>)	
15		Thunder Gauntlets	+4	1d8+4 thunder	Arcane Armor	
CHARISMA		Dagger. <i>Melee</i> : +6 (1d4+3 piercing ; finesse, light, thrown (range 20/60))			Armor Model	
-2		Quarterstaff. <i>Melee</i> : +4 (1d6+1 bludgeoning ; versatile (1d8))			The Right Tool for the job	
6		Lightning launcher: +6 90/300 1d6 and another 1d6 if I hit			Extra Attack	
					Medium Armor Master	
					Darkvision (60 ft.)	
					Gnome Cunning	
					Speak with Small Beasts	
					Natural Illusionist (<i>minor illusion</i> at will)	
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	Researcher	
Weapons	simple weapons	SP	0		KNOWN INFUSIONS	
Armors	light armor, medium armor, shields, , heavy armor	EP	0		* enhanced defense	
Tools	thieves' tools, tinker's tools, smith's tools, smith's tools	GP	6-800		enhanced weapon	
Languages	Common, Giant, Gnomish, Goblin	PP	0		homunculus servant	
					* replicate magic item: rope of climbing	

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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.

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

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

