

Rashik Firepalm

CHARACTER NAME

Artificer (Armorer) 5

CLASS & LEVEL

Forest gnome (m)

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

INSPIRATION									
STRENGTH	16+1	+3	25+5				I miss my ability to burn things. I have a new deity that I don't understand		
	+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		Magic is neither good nor evil, but it can be perverted by bad wielders			
	+3	<input checked="" type="checkbox"/> +4	Constitution	CURRENT HIT POINTS					
	16	<input checked="" type="checkbox"/> +7	Intelligence			IDEALS			
		<input type="checkbox"/> +2	Wisdom			Immaculate Lady?			
		<input type="checkbox"/> -2	Charisma						
SAVING THROWS			TEMPORARY HIT POINTS						
CONSTITUTION		<input type="checkbox"/> +3	Acrobatics (Dex)	Total	5d8	Successes	<input type="checkbox"/>	BONDS	
		<input type="checkbox"/> +2	Animal Handling (Wis)				<input type="checkbox"/>	I am vulnerable to bludgeoning damage	
	13	<input checked="" type="checkbox"/> +7	Arcana (Int)	HIT DICE		Failures	<input type="checkbox"/>	FLAWS	
INTELLIGENCE		<input type="checkbox"/> +1	Athletics (Str)				<input type="checkbox"/>		
		<input type="checkbox"/> -2	Deception (Cha)						
	+4	<input checked="" type="checkbox"/> +7	History (Int)	NAME	ATK	DAMAGE/TYPE			
	18	<input type="checkbox"/> +2	Insight (Wis)	Dagger	+6	1d4+3 piercing		Magical Tinkering	
WISDOM		<input type="checkbox"/> -2	Intimidation (Cha)	Quarterstaff (a)	+4	1d6+1 bludgeoning		Infuse Item (4 infusions known, 2 infused items)	
		<input type="checkbox"/> +4	Investigation (Int)	Amethyst Revolver	+3	1d10+1 piercing		Tools of the Trade *	
		<input type="checkbox"/> +2	Medicine (Wis)	Thunder Gauntlets	+7	1d8+4 thunder		Armorer Spells (<i>magic missile</i> , <i>thunderwave</i> , <i>mirror image</i> , <i>shatter</i>)	
	+2	<input type="checkbox"/> +4	Nature (Int)	Dagger. Melee : +6 (1d4+3 piercing ; finesse, light, thrown (range 20/60))		Arcane Armor			
	15	<input type="checkbox"/> +2	Perception (Wis)	Quarterstaff. Melee : +4 (1d6+1 bludgeoning ; versatile (1d8)); adamantine		Armor Model			
CHARISMA		<input type="checkbox"/> -2	Performance (Cha)	Lightning launcher: 90/300 1d6 and another 1d6 if I hit		The Right Tool for the job			
	-2	<input type="checkbox"/> +4	Religion (Int)			Extra Attack			
	6	<input type="checkbox"/> +3	Sleight of Hand (Dex)			Medium Armor Master			
		<input type="checkbox"/> +3	Stealth (Dex)			Darkvision (60 ft.)			
		<input type="checkbox"/> +2	Survival (Wis)			Gnome Cunning			
SKILLS			ATTACKS & SPELLCASTING			Speak with Small Beasts			
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		Natural Illusionist (<i>minor illusion</i> at will)			
Weapons	simple weapons	SP	0			Researcher			
Armors	light armor, medium armor, shields, , heavy armor	EP	0			KNOWN INFUSIONS * enhanced defense enhanced weapon homunculus servant * replicate magic item: rope of climbing			
Tools	thieves' tools, tinker's tools, smith's tools, smith's tools	GP	10	Equipment weight 91 lb - Cost 142.72 gp					
Languages	Common, Giant, Gnomish, Goblin	PP	0	Coins weight 0.1 lb					
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 Conjuraton 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

SPELL
LEVEL

SLOTS

SLOTS EXPENDED

1

4

xx

☒ magic missile

☒ thunderwave

☒ cure wounds

☒ false life

☒ faerie fire

☒ feather fall

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐

☐

2

3

xx

☒ mirror image

☒ shatter

☒ enlarge/reduce

☒ levitate

☐ ...

☐ ...

☐ ...

☐ ...

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☐

4

5

7

8

9