

Rashik Firepalm

CHARACTER NAME

Artificer (Armorer) 5
CLASS & LEVEL

Forest gnome (m)
RACE

Sage

BACKGROUND

PLAYER NAME

Neutral

ALIGNMENT

0

EXPERIENCE POINTS

INSPIRATION					
STRENGTH	16+1	+3	25 ft.	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	CURRENT HIT POINTS		Magic is neither good nor evil, but it can be perverted by bad wielders
+3	<input checked="" type="checkbox"/> +4 Constitution				IDEALS
16	<input checked="" type="checkbox"/> +7 Intelligence				Immaculate Lady?
	<input type="checkbox"/> +2 Wisdom				
	<input type="checkbox"/> -2 Charisma				
SAVING THROWS		TEMPORARY HIT POINTS			
CONSTITUTION	<input type="checkbox"/> +3 Acrobatics (Dex)	Total	5d8	Successes	<input type="checkbox"/>
+1	<input type="checkbox"/> +2 Animal Handling (Wis)				<input type="checkbox"/>
13	<input checked="" type="checkbox"/> +7 Arcana (Int)	HIT DICE		Failures	<input type="checkbox"/>
	<input type="checkbox"/> +1 Athletics (Str)				<input type="checkbox"/>
INTELLIGENCE	<input type="checkbox"/> -2 Deception (Cha)				
+4	<input checked="" type="checkbox"/> +7 History (Int)	NAME	ATK	DAMAGE/TYPE	
	<input type="checkbox"/> +2 Insight (Wis)	Dagger	+6	1d4+3 piercing	
18	<input type="checkbox"/> -2 Intimidation (Cha)	Quarterstaff (a)	+4	1d6+1 bludgeoning	
	<input type="checkbox"/> +4 Investigation (Int)	Amethyst Revolver	+3+1	1d10+1 piercing	
WISDOM	<input type="checkbox"/> +2 Medicine (Wis)	Thunder Gauntlets	+7	1d8+4 thunder	
+2	<input type="checkbox"/> +4 Nature (Int)	Dagger. <i>Melee</i> : +6 (1d4+3 piercing ; finesse, light, thrown (range 20/60))			
	<input type="checkbox"/> +2 Perception (Wis)	Quarterstaff. <i>Melee</i> : +4 (1d6+1 bludgeoning ; versatile (1d8)); adamantine			
15	<input type="checkbox"/> -2 Performance (Cha)				
	<input type="checkbox"/> -2 Persuasion (Cha)				
CHARISMA	<input type="checkbox"/> +4 Religion (Int)				
-2	<input type="checkbox"/> +3 Sleight of Hand (Dex)				
6	<input type="checkbox"/> +3 Stealth (Dex)				
	<input type="checkbox"/> +2 Survival (Wis)				
SKILLS		ATTACKS & SPELLCASTING			
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	
Weapons simple weapons		SP	0		
Armors light armor, medium armor, shields, , heavy armor		EP	0		
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	
				Magical Tinkering	
				Infuse Item (4 infusions known, 2 infused items)	
				Tools of the Trade *	
				Armorer Spells (<i>magic missile, thunderwave, mirror image, shatter</i>)	
				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 (<i>minor illusion</i> at will)	
				Researcher	
				KNOWN INFUSIONS	
				* enhanced defense	
				* enhanced weapon	
				homunculus servant	
				replicate magic item	

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(unarmored) Badly hurt by acid, missing flesh in areas and some bone visible

(armored) Covered fully in crystalline blue armor, appearing as very ornate

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

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 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 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

☒ magic missile

☒ thunderwave

☒ cure wounds

☒ false life

☒ faerie fire

☒ feather fall

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

☐ ...

2

3

☒ mirror image

☒ shatter

☒ enlarge/reduce

☒ levitate

☐ ...

☐ ...

☐ ...

☐ ...

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☐ ...

☐ ...

4

5

7

8

9