Rashik Firepalm

CHARACTER NAME

 Artificer (Armorer) 5
 Sage

 CLASS & LEVEL
 BACKGROUND
 PLAYER NAME

 Forest gnome (m)
 Neutral
 0

 RACE
 ALIGNMENT
 EXPERIENCE POINTS

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	INSPIRATION				I miss my ability to burn things. I have a
STRENGTH		16+1	+3	25+5	new deity that I don't understand
+1	+3 PROFICIENCY BONUS	AC	INITIATIVE	SPEED	
12	+1 Strength	Hit Point Maxir	mum	29	PERSONALITY TRAITS
DEXTERITY	+3 Dexterity +4 Constitution		29		Magic is neither good nor evil, but it can be perverted by bad wielders
+3	+7 Intelligence +2 Wisdom	c	URRENT HIT POIN	IDEALS	
16	-2 Charisma				Immaculate Lady?
CONSTITUTION	SAVING THROWS	TE	MPORARY HIT PO	INTS	
+1	+3 Acrobatics (Dex) +2 Animal Handling (Wis)	Total 5	d8 Succ	esses	BONDS
13	 +7 Arcana (Int) +1 Athletics (Str) 	HIT DICE	Fa	ilures	I am vulnerable to bludgeoning damage
INTELLIGENCE		NAME		MAGE/TYPE	FLAWS
+4	+5 Insight (Wis) -2 Intimidation (Cha)	Dagger ———————————————————————————————————		4+3 piercing +1 bludgeoning	Magical Tinkering
18	+4 Investigation (Int) +2 Medicine (Wis)	Thunder Gaun	itlets +7 1d	8+4 thunder	Infuse Item (4 infusions known, 2 infused items)
+2	+4 Nature (Int) +2 Perception (Wis)	Lightning Launcher +7 (2x) 1d6+4 lightning Dagger. Melee: +6 (1d4+3 piercing; finesse, light, thrown (range 20/60)) Quarterstaff. Melee: +4 (1d6+1 bludgeoning; versatile (1d8)) Thunder Gauntlets. Melee: +7 (1d8+4 thunder; simple) Lightning Launcher. Ranged: +7 (1d6+4 lightning, once per turn deal another 1d6+4 on hit. simple, ranged (range 90/300))			Tools of the Trade * Armorer Spells (<i>magic missile, thunderwave, mirror image, shatter</i>) Arcane Armor
. _ 15	-2 Performance (Cha) -2 Persuasion (Cha)				
CHARISMA	+4 Religion (Int) +3 Sleight of Hand (Dex)				Armor Model The Right Tool for the job
-2	+3 Stealth (Dex) +2 Survival (Wis)				Extra Attack
6	SKILLS				Medium Armor Master
					Darkvision (60 ft.) Gnome Cunning
12	PASSIVE WISDOM (PERCEPTION)	CP 0	Dagger, quarterstaff, chain 0 shirt, arcane focus/crystal,		Speak with Small Beasts
	FASSIVE WISDOM (FERCEFTION)	spellbook, backpack, bedroll, mess kit, tinderbox, torch (10),		back, bedroll, box, torch (10),	Natural Illusionist (<i>minor illusion</i> at will) Researcher
Weapons sin		SP 0	rations/1 day (1 rope/hempen 50	feet, ink/1	
Armors light armor, medium armor, shields, , heavy armor		EP 0	ounce bottle, ink pen, clothes/ common, small knife, belt pouch		
Tools thieves smith's tools	s' tools, tinker's tools, smith's tools,	GP 10	Equipment weight 91 lb - Cost 142.72 gp		
Languages (Common, Giant, Gnomish, Goblin		Coins weight 0.1 lb		
		PP 0			

PROFICIENCIES & LANGUAGES EQUIPMENT FEATURES & TRAITS

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Rashik Firepalm

CHARACTER NAME

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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Artificer (I	nt)	6	15+1	+7+1 SPELLS ATTACK BONUS
SPELLCASTING CL	ASS (SPELLCASTING ABILITY)	DAILY SPELLS TO PREPARE	SPELLS SAVE DC	
0	CANTRIPS 3		6	
spare the dying				
mending				
SPELL LEVEL SLOTS SLOT	rs expended			
	IS EXPENDED			
1 4			7	
✓ magic missile				
✓ thunderwave				
cure wounds	4			
✓ false life	T			
✓ faerie fire				
✓ feather fall				
			8	
2 2				
mirror image				
shatter			0	
enlarge/reduce	5		9	
levitate				
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