Rashik Firepalm

CHARACTER NAME

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

1 of 4 6/11/2025, 9:39 AM

		INSPIRATION						I miss my ability to burn things. I have a
STRENGTH			:	16+1	+3	3	25+5	new deity that I don't understand
+1	+3	PROFICIENCY BONUS		AC	INITIA	TIVE	SPEED	
12	+1	Strength	Hit	: Point Maxir	mum		29	PERSONALITY TRAITS
DEXTERITY	+3	Dexterity			29	3	Magic is neither good nor evil, but it can	
_	✓ +4	Constitution		c	، ے URRENT HI		be perverted by bad wielders	
+3	✓ +7	Intelligence		·	OKKLIVI III	1 7 0111	15	IDEALS
4.0		Wisdom						
16								Immaculate Lady?
CONSTITUTION	S	AVING THROWS		TEI	MPORARY H	IIT POI		
+1	+3	Acrobatics (Dex)	_	5	40			BONDS
ΤТ	+2		То	otal 50	d8	Succe	esses 📗 📗	I am vulnerable to bludgeoning damage
13	+7	Arcana (Int)				Esi	lures	1 am vulnerable to bludgeoming damage
	+1	Athletics (Str)		HIT DICE		га	lules	
INTELLIGENCE		Deception (Cha)		NAME	ATK	DAM	IAGE/TYPE	FLAWS
+4	✓ +7	- , , ,		Dagger	+6		4+3 piercing	
	+5	_ ,		Quartersta	ff +4	1d6±	1 bludgeoning	Magical Tinkering
18		-2 Intimidation (Cha) +4 Investigation (Int)		-			Infuse Item (4 infusions known, 2 infused items)	
	+2	_ ,	Th	under Gaun	ntlets +7	1d8	8+4 thunder	•
WISDOM	+4	. ,	Lig	htning Laur	ncher +7	(2x) 1	d6+4 lightning	Tools of the Trade *
+2	+2	Perception (Wis)			ee: +6 (1d			Armorer Spells (magic missile, thunderwave, mirror image, shatter)
	2	Performance (Cha)			, thrown (ra	_		Arcane Armor
15		Persuasion (Cha)			f . <i>Melee</i> : + ; versatile (Armor Model	
CHARISMA	+4							
2	+3	. ,						The Right Tool for the job
-2	+3 +2	- ` ´						Extra Attack
6	12	- ` ′						Medium Armor Master
U		SKILLS						Darkvision (60 ft.)
				ATTA	CKS & SPEL	LCAST	ING	Gnome Cunning
			СР		Dagger, q	uarters	taff, chain	Speak with Small Beasts
12	PASSIVE WIS	IVE WISDOM (PERCEPTION)				shirt, arcane focus/crystal, spellbook, backpack, bedroll,		Natural Illusionist (minor illusion at will)
			CD		mess kit,	tinderb	ox, torch (10),)), waterskin,	Researcher
Weapons sin			SP	0	rope/hem	pen 50	feet, ink/1 pen, clothes/	
Armors light heavy armor	armor, mediun	n armor, shields, ,	EP	0	common,			
	' tools, tinker's	tools, smith's tools,		J	pouch			
smith's tools			GP	10	Equipme Cost 142.		ght 91 lb -	
Languages (Common, Giant	, Gnomish, Goblin			Coins we	ight 0.	1 lb	
			PP	0		_		

PROFICIENCIES & LANGUAGES EQUIPMENT FEATURES & TRAITS

2 of 4 6/11/2025, 9:39 AM

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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**

3 of 4 6/11/2025, 9:39 AM

Artificer (Int) SPELLCASTING CLASS (SPELLCASTING ABILITY)			6	15+1	+7+1 SPELLS ATTACK BONUS
			DAILY SPELLS TO PREPARE	SPELLS SAVE DC	
0	CANTRIPS	3		6	
spare the dying					
mending					
SPELL LEVEL SLOTS					
LEVEL SLOTS	SLOTS EXPENDED			_	
1 4				7	
magic missile					
thunderwave					
cure wounds		4			
false life					
faerie fire					
feather fall					
				8	
2 2					
2 2					
mirror image					
✓ shatter					
enlarge/reduc	ce	5		9	
✓ levitate					
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4 of 4