

Rashik Firepalm

CHARACTER NAME

Wizard 2

CLASS & LEVEL

Forest gnome (m)

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

11

DEXTERITY

16

CONSTITUTION

13

INTELLIGENCE

18

WISDOM

15

CHARISMA

6

INSPIRATION

13

AC

13

Hit Point Maximum

13

25 ft.

SPEED

PROFICIENCY BONUS

13

Hit Point Maximum

13

25 ft.

SPEED

SAVING THROWS

13

Hit Point Maximum

13

25 ft.

SPEED

TEMPORARY HIT POINTS

13

Hit Point Maximum

13

25 ft.

SPEED

PERSONALITY TRAITS

13

Hit Point Maximum

13

25 ft.

SPEED

IDEALS

13

Hit Point Maximum

13

25 ft.

SPEED

BONDS

13

Hit Point Maximum

13

25 ft.

SPEED

FLAWS

13

Hit Point Maximum

13

25 ft.

SPEED

12

PASSIVE WISDOM (PERCEPTION)

CP

0

Dagger, 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

SP

0

Equipment weight 67 lb - Cost 92.52 gp

EP

0

Coins weight 0.1 lb

GP

10

PP

0

PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

Quick to frustration and lashing out when feeling trapped. I'm obsessed with fire and light

Knowledge should be freely gained and shared, none should restrict the flow of information

I'm terrified by darkness and tight spaces

Arcane Recovery

Darkvision (60 ft.)

Gnome Cunning

Speak with Small Beasts

Natural Illusionist (minor illusion at will)

Researcher

Arcane Tradition: Evocation savant

Rashik Firepalm

CHARACTER NAME

Faintly glowing left hand, no hair visible anywhere. Generally smiling with large, wide open eyes. Clothing often has small scorch marks

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.

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

One cantrip slot consumed by a lesser light spell that is always active. This causes my left hand to constantly glow

ADDITIONAL FEATURES

Scroll of Earth Tremor,
Scroll of Enhance Ability
Arcelous's book, gives +1 to history while in my possession
Arcelous's Gem

TREASURE

Wizard (Int)

SPELLCASTING CLASS (SPELLCASTING ABILITY)

6

DAILY SPELLS TO
PREPARE

14

SPELLS SAVE DC

+6

SPELLS ATTACK BONUS

0

CANTRIPS

3

6

dancing lights

fire bolt

light

SPELL
LEVEL

SLOTS

SLOTS EXPENDED

1

3

☒ burning hands

☐ chromatic orb

☐ color spray

☒ detect magic

☒ silent image

☒ comprehend languages

☒ magic missiles

☒ alarm

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