Rashik Firepalm

CHARACTER NAME

 Wizard (Evocation) 2
 Sage

 CLASS & LEVEL
 BACKGROUND
 PLAYER NAME

 Forest gnome (m)
 Neutral
 0

 RACE
 ALIGNMENT
 EXPERIENCE POINTS

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FEATURES & TRAITS

PROFICIENCIES & LANGUAGES

STRENGTH +0 +2 PROFICIENCY BONUS AC INITIATIVE SPEED 11			INSPIRATION					Quick to frustration and lashing out
## Point Maximum ## 13 PERSONALITY TRAITS Factority Factori	STRENGTH				13	+3	25 ft.	when feeling trapped. I'm obsessed with
## Point Maximum 13 ## 13 Dextenty	+0	+2	PROFICIENCY BONUS		AC	INITIATI	E SPEED	
SAVING THROWS TEMPORARY HIT POINTS TOTAL TOTAL TOTAL TOTAL THELTIGENCE TOTAL STRICKS & SPELLCASTING SAVING THROWS TEMPORARY HIT POINTS TOTAL TOTAL TOTAL TOTAL TOTAL SAVING THROWS TEMPORARY HIT POINTS TOTAL SAVING THROWS TEMPORARY HIT POINTS TOTAL SAVING THROWS TEMPORARY HIT POINTS BONDS T'I'M terrified by darkness and t spaces The Tallures Pallures Pallures The Terrified by darkness and t spaces The Terrified b	11	+0	Strength	Hit	Point Maxir	mum	13	PERSONALITY TRAITS
## Ocean Process of Part	DEXTERITY					13		Knowledge should be freely gained and shared, none should restrict the flow of
SAVING THROWS SAVING THROWS TEMPORARY HIT POINTS Total 2d6 Successes BONDS Tim terrified by darkness and to spaces FLAWS Total 2d6 Successes Tim terrified by darkness and to spaces FLAWS Total 2d6 Successes Tim terrified by darkness and to spaces FLAWS Failures Tim terrified by darkness and to spaces FLAWS FLAWS FAILURENCE -2 Deception (Cha) Arcane Recovery FLAWS FLAWS FLAWS FAILURENCE -3 Deception (Cha) Location Savant Support -4 Derivation (Cha) FLAWS FAINCE FAIURES FAINCE FAIURES FLAWS FAINCE FAIURES FLAWS	+3				С	URRENT HIT F	OINTS	
TIMEDITARY NI POINTS BONDS 13	16							101, 40
Time terrified by darkness and to spaces 13			SAVING THROWS		TEI	MPORARY HIT	POINTS	
13	+1			To	otal 20	d6 s	uccesses 🔲 🔲	BONDS
Ho Athletics (Str)	13	+6	Arcana (Int)		HIT DICI	E	Failures 🔲 🔲	I'm terrified by darkness and tight spaces
H4	INTELLIGENCE	= =			NAME	ATK	DAMAGE/TYPE	FLAWS
Head Head Investigation (Int) Head	+4		_ , , ,					Arcane Recovery
Medicine (Wis) +2 Medicine (Wis) +2 Perception (Wis) Dagger. Melee: +5 (1d4+3 piercing; finesse, light, thrown (range 20/60)) 15 -2 Performance (Cha) +4 Religion (Int) -3 Sleight of Hand (Dex) -2 +3 Stealth (Dex) +2 Survival (Wis) 6 SKILLS ATTACKS & SPELLCASTING ATTACKS & SPELLCASTING ATTACKS & SPELLCASTING ATTACKS & SPELLCASTING ATTACKS & SPELLCASTING 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 Armors Tools Languages Common, Giant, Gnomish, Goblin GP 10 Coins weight 0.1 lb	18							
### Perception (Wis) 15	WISDOM		_ ` ′					
15	+2		Perception (Wis)					Gnome Cunning
CHARISMA	15	-2	Persuasion (Cha)					Speak with Small Beasts Natural Illusionist (minor illusion at will)
Tools ATTACKS & SPELLCASTING ATTACKS & SPELLCASTING 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 Tools Languages Common, Giant, Gnomish, Goblin GP 10 ATTACKS & SPELLCASTING 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 Equipment weight 67 lb - Cost 92.52 gp Coins weight 0.1 lb	CHA RISMA							Researcher
ATTACKS & SPELLCASTING 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 Tools Languages Common, Giant, Gnomish, Goblin ATTACKS & SPELLCASTING 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 Equipment weight 67 lb - Cost 92.52 gp Coins weight 0.1 lb	-2							
PASSIVE WISDOM (PERCEPTION) CP O 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 Tools Languages Common, Giant, Gnomish, Goblin CP O 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 Equipment weight 67 lb - Cost 92.52 gp Coins weight 0.1 lb	6		SKILLS					
PASSIVE WISDOM (PERCEPTION) CP 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 Tools EP O Equipment weight 67 lb - Cost 92.52 gp Languages Common, Giant, Gnomish, Goblin GP 10 Coins weight 0.1 lb					ATTA	CKS & SPELLO	ASTING	
Weapons dagger, dart, sling, quarterstaff, light crossbow SP 0 rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/ common, small knife, belt pouch Armors EP 0 Equipment weight 67 lb - Cost 92.52 gp Languages Common, Giant, Gnomish, Goblin GP 10 Coins weight 0.1 lb	12	PASSIVE WIS	DOM (PERCEPTION)	СР	0	spellbook, ba mess kit, tin	ckpack, bedroll, derbox, torch (10),	
Armors EP 0 Equipment weight 67 lb - Cost 92.52 gp Languages Common, Giant, Gnomish, Goblin GP 10 Coins weight 0.1 lb				SP	0	rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/		
Languages Common, Giant, Gnomish, Goblin GP 10 Coins weight 0.1 lb	Armors			EP	0		un Kime, beie	
Coins weight 0.1 lb	Tools							
PP 0	Languages	Common, Giant	, Gnomish, Goblin	GP	10	Coins weigh	at 0.1 lb	
				PP	0			

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EQUIPMENT

Rashik Firepalm

CHARACTER NAME

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

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...

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, +1 saving throws and ability checks against demons while
in my possession
Ship fog gem
Blue book
1/2 bag of arcane residium
Book: Short jokes for short people

CHARACTER BACKSTORY TREASURE

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Wizard (Int) SPELLCASTING CLASS (SPELLCASTING ABILITY)			6	14	+6 SPELLS ATTACK BONUS
			DAILY SPELLS TO PREPARE	SPELLS SAVE DC	
0	CANTRIPS	3		6	
dancing lights					
fire bolt					
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SPELL LEVEL SLOTS	SLOTS EXPENDED			U	
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burning hand	ls	🗆		\	
chromatic orb)				
color spray		4			
detect magic					
✓ silent image		□			
comprehend	languages				
✓ magic missile					
✓ alarm					
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