

Rashik Firepalm

CHARACTER NAME

Wizard (Evocation) 2

CLASS & LEVEL

Forest gnome (m)

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+4

18

WISDOM

+2

15

CHARISMA

-2

6

INSPIRATION

+2

PROFICIENCY BONUS

☐ +0

Strength

☐ +3

Dexterity

☐ +1

Constitution

☒ +6

Intelligence

☒ +4

Wisdom

☐ -2

Charisma

13

AC

+3

INITIATIVE

25 ft.

SPEED

Hit Point Maximum

13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

2d6

Successes

☐☐

HIT DICE

Failures

☐☐

NAME

ATK

DAMAGE/TYPE

Dagger

+5

1d4+3 piercing

Dagger. Melee : +5 (1d4+3 piercing ; finesse, light, thrown (range 20/60))

PERSONALITY TRAITS

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

IDEALS

I'm terrified by darkness and tight spaces

BONDS

FLAWS

Arcane Recovery

Evocation Savant

Sculpt Spells

Darkvision (60 ft.)

Gnome Cunning

Speak with Small Beasts

Natural Illusionist (minor illusion at will)

Researcher

SAVING THROWS

☐ +3

Acrobatics (Dex)

☐ +2

Animal Handling (Wis)

☒ +6

Arcana (Int)

☐ +0

Athletics (Str)

☐ -2

Deception (Cha)

☒ +6

History (Int)

☒ +4

Insight (Wis)

☐ -2

Intimidation (Cha)

☐ +4

Investigation (Int)

☐ +2

Medicine (Wis)

☐ +4

Nature (Int)

☐ +2

Perception (Wis)

☐ -2

Performance (Cha)

☐ -2

Persuasion (Cha)

☐ +4

Religion (Int)

☐ +3

Sleight of Hand (Dex)

☐ +3

Stealth (Dex)

☐ +2

Survival (Wis)

SKILLS

ATTACKS & SPELLCASTING

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

EP

0

GP

10

Equipment weight 67 lb - Cost 92.52 gp

PP

0

Coins weight 0.1 lb

PROFICIENCIES & LANGUAGES

12

PASSIVE WISDOM (PERCEPTION)

Weapons

dagger, dart, sling, quarterstaff, light crossbow

Armors

Tools

Languages

Common, Giant, Gnomish, Goblin

EQUIPMENT

FEATURES & TRAITS

# 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

<b>42</b>	<b>3.5 ft (Small)</b>	<b>33 lb.</b>
AGE	HEIGHT	WEIGHT
<b>Yellow</b>	<b>Bronze</b>	<b>None</b>
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, +1 saving throws and ability checks against demons while in my possession  
Ship fog gem  
Blue book  
1/2 bag of arcane residium

## 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

dim light (permanent, from hand)

dispel magical darkness (line)

SPELL  
LEVEL

SLOTS

SLOTS EXPENDED

1

3

☐ burning hands

☐ chromatic orb

☒ color spray

☒ detect magic

☒ silent image

☒ comprehend languages

☒ magic missile

☒ alarm

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