# **Rashik Firepalm**

CHARACTER NAME

 Wizard (Evocation) 3
 Sage

 CLASS & LEVEL
 BACKGROUND
 PLAYER NAME

 Forest gnome (m)
 Neutral
 0

 RACE
 ALIGNMENT
 EXPERIENCE POINTS

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		INSPIRATION				Quick to frustration and lashing out
STRENGTH			13	+3	25 ft.	when feeling trapped. I'm obsessed with fire and light
+1	+2	PROFICIENCY BONUS	AC	INITIAT	IVE SPEED	
12	+1	Strength	Hit Point M	Maximum	18	PERSONALITY TRAITS
DEXTERITY	+3	•		18	}	Knowledge should be freely gained and shared, none should restrict the flow of information
+3	<b>✓</b> +6	Intelligence	CURRENT HIT POINTS			Information
16		Charisma				
CONSTITUTION	SAVING THROWS		TEMPORARY HIT POINTS			
+1	+3 +2	. ,	Total	3d6	Successes	BONDS
13	+6		HIT DICE Failures			I'm terrified by darkness and tight spaces
INTELLIGENCE	-2	Deception (Cha)	NAM	IE ATK	DAMAGE/TYPE	FLAWS
+4	✓ +6 ✓ +4	Insight (Wis)	Dag		1d4+3 piercing	Arcane Recovery
18	<u> </u>	. ,	Quarters	staff (a) +3 — —	1d6+1 bludgeoning	Evocation Savant Sculpt Spells
WISDOM	+2 +4	. ,				Darkvision (60 ft.)
+2	<ul> <li>+2 Perception (Wis)</li> <li>-2 Performance (Cha)</li> <li>-2 Persuasion (Cha)</li> <li>+4 Religion (Int)</li> </ul>		Dagger. Melee: +5 (1d4+3 piercing; finesse, light, thrown (range 20/60))  Quarterstaff. Melee: +3 (1d6+1 bludgeoning; versatile (1d8))			Gnome Cunning  Speak with Small Beasts  Natural Illusionist ( <i>minor illusion</i> at will)
15						
CHARISMA	+3	Sleight of Hand (Dex)				Researcher
-2	+3					
6		SKILLS				
			A	TTACKS & SPELL	CASTING	
12	12 PASSIVE WISDOM (PERCEPTION)		CP 0	focus/crysta backpack, b	arterstaff, arcane al, spellbook, pedroll, mess kit, corch (10), rations/1	
<b>Weapons</b> dagger, dart, sling, quarterstaff, light crossbow			SP 0	day (10), w hempen 50	raterskin, rope/ feet, ink/1 ounce pen, clothes/	
Armors			EP 0		mall knife, belt	
Tools Languages (	Common, Giant	, Gnomish, Goblin	GP 10	Equipment Cost 92.72	<b>t weight</b> 71 lb - gp	
			PP 0	Coins weig	<b>jht</b> 0.1 lb	

PROFICIENCIES & LANGUAGES EQUIPMENT FEATURES & TRAITS

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# **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	

#### 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 Enhance Ability
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)
Scroll of Invisibility
Guano
Basilisk Eyes (2 petrification, 4 poison)
Pendant of fireball (0 charge)
Redclaw's right claw

CHARACTER BACKSTORY TREASURE

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Wizard (Int)		7	14+1	+6+1
SPELLCASTING CLASS (SPELLCASTING ABILITY)		DAILY SPELLS TO PREPARE	SPELLS SAVE DC	SPELLS ATTACK BONUS
O CANTRIPS	3		6	
dancing lights				
fire bolt				
light				
minor illusion				
THITOT HIUSIOTI				
SPELL				
LEVEL SLOTS SLOTS EXPENDED				
1 4			7	
✓ burning hands				
chromatic orb				
color spray	4			
detect magic				
✓ silent image				
comprehend languages				
✓ magic missile				
alarm				
	_		8	
earth tremor				
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2 2			\	
✓ flaming sphere				
✓ phantasmal force				
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