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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FEATURES & TRAITS

PROFICIENCIES & LANGUAGES

		INSPIRATION						Quick to frustration and lashing out
STRENGTH				13	+3	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 P	oint Maximu	ım		18	PERSONALITY TRAITS
DEXTERITY	+3	+3 Dexterity			18			Knowledge should be freely gained and shared, none should restrict the flow of
+3	✓ +6	_		CUI	RRENT HIT	POINT	S	information
	+4	Wisdom						IDEALS
16	-2							
CONSTITUTION	SAVING THROWS			TEMPORARY HIT POINTS				
+1	+3	Acrobatics (Dex)	Tota	al 3de	6	Succes	ses \square	BONDS
• -	+2	Animal Handling (Wis)						I'm terrified by darkness and tight
13	✓ +6	_ Arcana (Int) Athletics (Str)		HIT DICE		Failu	ires 🔲 📗	spaces
INTELLIGENCE								FLAWS
+4	+6	History (Int)		NAME Dagger	ATK +5		AGE/TYPE +3 piercing	
1 7		Insight (Wis)		arterstaff (a	a) +3		+ 1 bludgening	Arcane Recovery
18	□ <u>-2</u> □ +4	Intimidation (Cha) Investigation (Int)		arcorotan (c		200(0)		Evocation Savant
WISDOM	+2	Medicine (Wis)						Sculpt Spells
+2	+4	. ,	Dag	gor Malaa	· +5 (1d4	±3 pior	sing : finosso	Darkvision (60 ft.)
TZ	☐ +2 ☐ -2		Dagger . <i>Melee</i> : +5 (1d4+3 piercing; finesse, light, thrown (range 20/60))				Gnome Cunning	
15	-2							Speak with Small Beasts
CHA RISMA	+4	Religion (Int)						Natural Illusionist (<i>minor illusion</i> at will)
_	+3	_ ` ′						Researcher
-2	+3							
6		SKILLS						
				ATTACK	(S & SPEL	LCASTII	NG	
12	12 PASSIVE WISDOM (PERCEPTION)			2 0	Dagger, arcane focus/crystal, spellbook, backpack, bedroll, mess kit, tinderbox, torch (10),			
Weapons dagger, dart, sling, quarterstaff, light crossbow			SP	rations/1 day (10), waterskin, rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/ common, small knife, belt EP 0				
Armors			EP					
Tools					Equipmer Cost 92.5		nt 67 lb -	
Languages Common, Giant, Gnomish, Goblin			GP	10	Coins wei	٠.	lb	
			PP	0				

EQUIPMENT

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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 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...

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

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 See Invisibility
Guano
Basilisk Eyes (2 petrification, 4 poison)
Pendant of fireball (1 charge)

CHARACTER BACKSTORY TREASURE

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DAILY SPELLS TO PREDME SPELLS AWE DC SPELLS ATTACK SONUS O CAMTRIPS 3 6 dancing lights	Wizard (Int) SPELLCASTING CLASS (SPELLCASTING ABILITY)			7	14+1	+6+1 SPELLS ATTACK BONUS
dancing lights fire bot light minor illusion SPEL LEVEL SLOTS SLOTS EXPENSED 1					SPELLS SAVE DC	
fire bolt light minor illusion	0	CANTRIPS	3		6	
light minor illusion SPELL LEVEL SLOTS SLOTS EXPENDED 1	dancing lights					
minor illusion	fire bolt					
minor illusion	light					
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