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

	1	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	INITIA	TIVE SPEED			
12		Strength	Hit Point I	Maximum	18	PERSONALITY TRAITS		
DEXTERITY	+3			18	3	Knowledge should be freely gained and shared, none should restrict the flow of		
+3	+6	Intelligence	CURRENT HIT POINTS			information IDEALS		
16	-2	_ Wisdom _ Charisma						
CONSTITUTION		SAVING THROWS		TEMPORARY H	IT POINTS			
+1	= -	Acrobatics (Dex) Animal Handling (Wis)	Total _	3d6	Successes 🔲 🔲	BONDS		
13	+6	Arcana (Int) Athletics (Str)		X	Failures 🔲 📗	I'm terrified by darkness and tight spaces		
INTELLIGENCE	-2	Deception (Cha)	NAM	IE ATK	DAMAGE/TYPE	FLAWS		
+4	✓ +6 ✓ +4	History (Int) Insight (Wis)		ger +5	1d4+3 piercing	Arcane Recovery		
18	=	Intimidation (Cha) Investigation (Int)	Quarter	staff (a) +3	1d6(8) + 1 bludgening	Evocation Savant		
WISDOM	+2 +4	Medicine (Wis) Nature (Int)				Sculpt Spells Darkvision (60 ft.)		
+2	+2	_ ` ` ` ` `		<i>Melee</i> : +5 (1de own (range 20/6	1+3 piercing ; finesse, (60))	Gnome Cunning		
15	-2 +4	Persuasion (Cha)				Speak with Small Beasts Natural Illusionist (<i>minor illusion</i> at will)		
CHARISMA	+3	Sleight of Hand (Dex)				Researcher		
-2	+3 +2	_ ` ′						
6		SKILLS						
			A	TTACKS & SPEL	LCASTING			
12 PASSIVE WISDOM (PERCEPTION)			CP 0	spellbook, mess kit,	Dagger, arcane focus/crystal, spellbook, backpack, bedroll, mess kit, tinderbox, torch (10),			
Weapons dagger, dart, sling, quarterstaff, light crossbow			SP 0	rope/hemp ounce bot	rations/1 day (10), waterskin, rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/ common, small knife, belt			
Armors			EP 0	pouch	andii kille, belt			
Tools Languages (Common, Giant,	, Gnomish, Goblin	GP 10					
			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 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

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
Cursed 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)

CHARACTER BACKSTORY TREASURE

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Wiza	rd (Int)		7	14+1	+6+1
			DAILY SPELLS TO		
SPELLCASTING CLASS (SPELLCASTING ABILITY)			PREPARE	SPELLS SAVE DC	SPELLS ATTACK BONUS
0	CANTRIPS	3		6	
dancing lights					
fire bolt					
light (constant d	im)				
minor illusion	,				
minor industri					
SPELL LEVEL SLOTS	SLOTS EXPENDED			U	
	SEG TO EXILENSES				
1 4				7	
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burning hand		U			
chromatic orb					
color spray		4			
detect magic					
silent image		□			
comprehend l	anguages	□			
✓ magic missile					
alarm					
✓ Earth tremme	ar .			8	
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flaming spher					
phantasmal fo	orce			_	
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