

Rashik Firepalm

CHARACTER NAME

Wizard 1

CLASS & LEVEL

Forest gnome (m)

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

DEXTERITY

+3

CONSTITUTION

+1

INTELLIGENCE

+4

WISDOM

+2

CHARISMA

-2

INSPIRATION

13

+3

25 ft.

PROFICIENCY BONUS

+2

AC

13

INITIATIVE

+3

SPEED

25 ft.

Hit Point Maximum

7

SAVING THROWS

☐ +1

Strength

☐ +3

Dexterity

☐ +1

Constitution

☒ +6

Intelligence

☒ +4

Wisdom

☐ -2

Charisma

TEMPORARY HIT POINTS

Total

1d6

Successes

☐

☐

Failures

☐

☐

HIT DICE

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

Knowledge should be freely gained and shared, none should restrict the flow of information

BONDS

I'm terrified by darkness and tight spaces

FLAWS

Arcane Recovery

Darkvision (60 ft.)

Gnome Cunning

Speak with Small Beasts

Natural Illusionist (*minor illusion* at will)

Researcher

SKILLS

12

PASSIVE WISDOM (PERCEPTION)

CP

0

Dagger, arcane focus/crystal, spellbook, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (9), waterskin, rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/ common, small knife, belt pouch, Scroll of Earth Tremor, Scroll of Enhance Ability

Weapons

dagger, dart, sling, quarterstaff, light crossbow

SP

Armors

EP

Tools

GP

Languages

Common, Giant, Gnomish, Goblin

PP

PROFICIENCIES & LANGUAGES

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

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...

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

TREASURE

Wizard (Int)

SPELLCASTING CLASS (SPELLCASTING ABILITY)

5

DAILY SPELLS TO
PREPARE

14

SPELLS SAVE DC

+6

SPELLS ATTACK BONUS

0

CANTRIPS

3

6

dancing lights

fire bolt

light (lesser, permanent)

SPELL
LEVEL

SLOTS

SLOTS EXPENDED

1

2

☒ burning hands

☐ chromatic orb

☒ color spray

☒ detect magic

☒ silent image

☒ comprehend languages

4

7

8

2

5

9