Rashik Firepalm

CHARACTER NAME

Wizard (Evocation) 2 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	25 ft.	when feeling trapped. I'm obsessed with fire and light
+1	+2	PROFICIENCY BONUS		AC	INITIATIVE	SPEED	
12	+1	Strength	Hit P	oint Maxi	mum	13	PERSONALITY TRAITS
DEXTERITY	+3 +1						Knowledge should be freely gained and shared, none should restrict the flow of information
+3	+6	CURRENT HIT POINTS			INTS	IDEALS	
16	✓ +4☐ -2	_					IDEALS
16		AVING THROWS					
CONSTITUTION				IE	MPORARY HIT P	UINIS	
+1		Acrobatics (Dex)	Tot	al2	d6 Sud	ccesses	BONDS
13	+6	- ' '		HIT DIC	I E	Failures	I'm terrified by darkness and tight spaces
INTELLIGENCE	-2	_ Athletics (Str) _ Deception (Cha)					FLAWS
+4		History (Int)		NAME Dagger		AMAGE/TYPE Ld4+3 piercing	
		Insight (Wis) Intimidation (Cha)					Arcane Recovery
18	+4						Evocation Savant Sculpt Spells
WISDOM		Medicine (Wis)					Darkvision (60 ft.)
+2		+4 Nature (Int) +2 Perception (Wis)				piercing ; finesse,	Gnome Cunning
1 5	-2		light	, thrown	(range 20/60))		Speak with Small Beasts
15	<u> </u>	_ ` ` `					Natural Illusionist (minor illusion at will)
CHARISMA	+3	. ,					Researcher
-2	+3	- ` `					
6	+2						
O		SKILLS					
				ATTA	CKS & SPELLCAS	STING	
12 PASSIVE WISDOM (PERCEPTION)			СР	0	Dagger, arcane focus/crystal, spellbook, backpack, bedroll, mess kit, tinderbox, torch (10), rations/1 day (10), waterskin,		
Weapons dagger, dart, sling, quarterstaff, light crossbow			SP	o rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/ common, small knife, belt			
Armors			EP	0	pouch		
Tools					Equipment we Cost 92.52 gp	eight 67 lb -	
Languages Common, Giant, Gnomish, Goblin			GP	10	Coins weight	0.1 lb	
			PP	0			

EQUIPMENT

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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. It now glows with an amytheist light

ADDITIONAL FEATURES

Scroll of Earth Tremor, Scroll of Enhance Ability Arcelous's book, gives +1 to history while in my possession Pouch of Arcane Residium Cracked Flask of Arcelous

CHARACTER BACKSTORY TREASURE

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Wizard (Int) SPELLCASTING CLASS (SPELLCASTING ABILITY)			6	14	+6 SPELLS ATTACK BONUS
			DAILY SPELLS TO PREPARE	SPELLS SAVE DC	
0	CANTRIPS	3		6	
dancing lights					
fire bolt					
light					
dispel magical da	arkness (line)				
SPELL LEVEL SLOTS	SLOTS EXPENDED				
1 3	1			7	
burning hand		U			
chromatic or	b				
color spray		4		<u> </u>	
detect magic				<u> </u>	
silent image		□			
comprehend	languages				
✓ magic missile					
✓ alarm					
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