

Rashik Firepalm

CHARACTER NAME

Wizard (Evocation) 4

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

12

13

18

15

6

INSPIRATION

+2

PROFICIENCY BONUS

☐ +1

Strength

☐ +3

Dexterity

☐ +1

Constitution

☒ +6

Intelligence

☒ +4

Wisdom

☐ -2

Charisma

SAVING THROWS

☐ +3

Acrobatics (Dex)

☐ +2

Animal Handling (Wis)

☒ +6

Arcana (Int)

☐ +1

Athletics (Str)

☐ -2

Deception (Cha)

☒ +6

History (Int)

☒ +4

Insight (Wis)

☐ -2

Intimidation (Cha)

☐ +4

Investigation (Int)

☐ +2

Medicine (Wis)

☐ +4

Nature (Int)

☐ +2

Perception (Wis)

☐ -2

Performance (Cha)

☐ -2

Persuasion (Cha)

☐ +4

Religion (Int)

☐ +3

Sleight of Hand (Dex)

☐ +3

Stealth (Dex)

☐ +2

Survival (Wis)

SKILLS

13

+3

25 ft.

AC

INITIATIVE

SPEED

Hit Point Maximum

20

XXX

CURRENT HIT POINTS

Ded

TEMPORARY HIT POINTS

Total

4d6

Successes

☐

☐

HIT DICE

Failures

☐

☐

NAME

ATK

DAMAGE/TYPE

Dagger

+5

1d4+3 piercing

Quarterstaff (a)

+3

1d6+1 bludgeoning

Dagger. *Melee* : +5 (1d4+3 piercing ; finesse, light, thrown (range 20/60))

Quarterstaff. *Melee* : +3 (1d6+1 bludgeoning ; versatile (1d8))

Quick to frustration and lashing out when feeling trapped. I'm obsessed with fire and light

PERSONALITY TRAITS

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

IDEALS

BONDS

I'm terrified by darkness and tight spaces

FLAWS

Arcane Recovery

Evocation Savant

Sculpt Spells

Elemental Adept

Darkvision (60 ft.)

Gnome Cunning

Speak with Small Beasts

Natural Illusionist (*minor illusion* at will)

Researcher

12

PASSIVE WISDOM (PERCEPTION)

Weapons

dagger, dart, sling, quarterstaff, light crossbow

Armors

Tools

Languages

Common, Giant, Gnomish, Goblin

CP

0

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

SP

0

EP

0

GP

10

Equipment weight 71 lb - Cost 92.72 gp

PP

0

Coins weight 0.1 lb

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...

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}] (stolen)
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)
Guano
Basilisk Eyes (2 petrification, 4 poison)
Pendant of fireball (0 charge)
Redclaw's right claw
Enchanted Rug Beater
Claw from Sagauhen, that was once burning but no longer is
School of Conjuraction candle
Tears of Failure (0/5 tears)
Fel Menagerie book.

CHARACTER BACKSTORY

TREASURE

Wizard (Int)

8

14+1

+6+1

SPELLCASTING CLASS (SPELLCASTING ABILITY)

DAILY SPELLS TO
PREPARE

SPELLS SAVE DC

SPELLS ATTACK BONUS

0

CANTRIPS

3

6

dancing lights

fire bolt

light

minor illusion

mage hand

SPELL
LEVEL

SLOTS

SLOTS EXPENDED

1

4

☒ burning hands

☐ chromatic orb

☒ color spray

☐ detect magic

☐ silent image

☐ comprehend languages

☒ magic missile

☐ alarm

☒ earth tremor

☐ unseen servant

☐

☐

☐

2

3

☒ flaming sphere

☒ phantasmal force

☒ aganazzar's scorcher

☒ see invisibility

☐ Air Bubble

☐

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