Rashik Firepalm

CHARACTER NAME

Wizard (Evocation) 3	Sage	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Forest gnome (m)	Neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

1 of 4

		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	INITIATI	/E SPEED	
12		Strength	Hit	Point Maxim	num	18	PERSONALITY TRAITS
DEXTERITY	+3 +1	Dexterity Constitution		cı	15 JRRENT HIT I		Knowledge should be freely gained and shared, none should restrict the flow of information
+3	✓ +6✓ +4✓ -2	_					IDEALS
CONSTITUTION	s	SAVING THROWS		TEM	IPORARY HIT	POINTS	
+1	+3 +2 +6		To) X		Successes	BONDS I'm terrified by darkness and tight spaces
INTELLIGENCE	+1 2	Athletics (Str) Deception (Cha)		HIT DICE	ATK	DAMAGE/TVDE	FLAWS
+4	✓ +6✓ +4	History (Int) Insight (Wis)		Dagger	+5	DAMAGE/TYPE 1d4+3 piercing	Arcane Recovery
18	2 +4	Intimidation (Cha) Investigation (Int)	Q	uarterstaff ((a) +3 —	1d6+1 bludgeoning	Evocation Savant
WISDOM	+2 +4						Sculpt Spells Darkvision (60 ft.)
+2	+2		Dagger. Melee: +5 (1d4+3 piercing; finesse, light, thrown (range 20/60)) Quarterstaff. Melee: +3 (1d6+1 bludgeoning; versatile (1d8))			Gnome Cunning	
15	-2 +4	_ ` ` `				1d6+1 bludgeoning	Speak with Small Beasts Natural Illusionist (minor illusion at will)
-2	+3 +3	Sleight of Hand (Dex) Stealth (Dex)					Researcher
6	+2	Survival (Wis)					
·				ATTAC	CKS & SPELLO	CASTING	
12	PASSIVE WIS	DOM (PERCEPTION)	СР	0	focus/crysta backpack, b	edroll, mess kit,	
Weapons day	gger, dart, sling	g, quarterstaff, light	SP	0	day (10), wa	orch (10), rations/1 aterskin, rope/ eet, ink/1 ounce	
Armors			EP	0		all knife, belt	
Tools						weight 71 lb -	
Languages C	Common, Giant,	Gnomish, Goblin	GP	10	Cost 92.72	-	
			PP	0	Coins weig	IT U.I ID	
PRO	FICIENCIES &	LANGUAGES			EQUIDME	NT.	FEATURES & TRAITS

PROFICIENCIES & LANGUAGES EQUIPMENT FEATURES & TRAITS

2 of 4

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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
Uncursed 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)
Pendant of fireball (0 charge)
Redclaw's right claw

CHARACTER BACKSTORY TREASURE

3 of 4 1/25/2025, 4:09 PM

Wizar	d (Int)		7	14+1	+6+1
	CASTING CLASS (SPELLCASTIN	IG ABILITY)	DAILY SPELLS TO PREPARE	SPELLS SAVE DC	SPELLS ATTACK BONUS
0	CANTRIPS	3		6	
dancing lights					
fire bolt					
light					
minor illusion					
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SPELL				U	
LEVEL SLOTS	SLOTS EXPENDED				
1 4	XXXX			7	
urning hands	5				
chromatic orb		_			
✓ color spray		4			
detect magic				$\overline{\sqcap}$	
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silent image		_			
comprehend la	anguages	_ \			
magic missile		_ 出		U	
alarm		Ц			
earth tremor		U		8	
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flaming sphere		U			
phantasmal fo	rce			•	
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4 of 4