

# Rashik Firepalm

CHARACTER NAME

## Wizard (Evocation) 3

CLASS & LEVEL

## Forest gnome (m)

RACE

## Sage

BACKGROUND

## Neutral

ALIGNMENT

PLAYER NAME

## 0

EXPERIENCE POINTS

9/27/2024, 10:01 PM

# 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

<b>42</b>	<b>3.5 ft (Small)</b>	<b>33 lb.</b>
AGE	HEIGHT	WEIGHT
<b>Yellow</b>	<b>Bronze</b>	<b>None</b>
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)  
Sapphire in the shape of the immaculate lady.

## CHARACTER BACKSTORY

## TREASURE

## Wizard (Int)

SPELLCASTING CLASS (SPELLCASTING ABILITY)

7

DAILY SPELLS TO  
PREPARE

14+1

SPELLS SAVE DC

+6+1

SPELLS ATTACK BONUS

0

CANTRIPS

3

6

dancing lights

fire bolt

light

minor illusion

SPELL  
LEVEL

SLOTS

SLOTS EXPENDED

1

4

x

☒ burning hands

☐ chromatic orb

☒ color spray

☐ detect magic

☒ silent image

☐ comprehend languages

☒ magic missile

☐ alarm

☒ Earth tremor

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☒ flaming sphere

☒ phantasmal force

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