# Rashik Firepalm

CHARACTER NAME

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

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		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	VE SPEED	
12		Strength	Hit	: Point Maxin	num	18	PERSONALITY TRAITS
DEXTERITY	+3 +1	Dexterity  Constitution		CI	15 URRENT HIT		Knowledge should be freely gained and shared, none should restrict the flow of information
+3	✓ +6 ✓ +4 □ -2	Wisdom					IDEALS
CONSTITUTION	5	SAVING THROWS		TEM	PORARY HI	F POINTS	
+1	+3 +2	Acrobatics (Dex) Animal Handling (Wis)	To	otal 30	16	Successes 🔲 🔲	BONDS  I'm terrified by darkness and tight
13		Arcana (Int) Athletics (Str)		X HIT DICE		Failures 🔲 🔲	spaces
INTELLIGENCE	-2	_ ' ` ` '		NAME	ATK	DAMAGE/TYPE	FLAWS
+4	✓ +6 ✓ +4	_ History (Int) · Insight (Wis)		Dagger	+5	1d4+3 piercing	Arcane Recovery
18		Intimidation (Cha)		Quarterstaff	(a) +3	1d6+1 bludgeoning	Evocation Savant
WISDOM	+2	_ ` '					Sculpt Spells Darkvision (60 ft.)
+2 15 CHARISMA -2 6	+4   +2   -2   -2   +4   +3   +3   +2	Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex)	Dagger. Melee: +5 (1d4+3 piercing; finesse, light, thrown (range 20/60))  Quarterstaff. Melee: +3 (1d6+1 bludgeoning; versatile (1d8))			))	
O		SKILLS		ATTAC	CKS & SPELL	CASTING	
12	PASSIVE WIS	DOM (PERCEPTION)	СР	0	focus/cryst backpack, b	rterstaff, arcane al, spellbook, edroll, mess kit, orch (10), rations/1	
<b>Weapons</b> dagger, dart, sling, quarterstaff, light crossbow		SP	0	day (10), w hempen 50	aterskin, rope/ feet, ink/1 ounce en, clothes/		
Armors			EP	0		nall knife, belt	
Tools			65			weight 71 lb -	
Languages (	Common, Giant,	, Gnomish, Goblin	GP	10	Cost 92.72 Coins weig	-	
			PP	0	_		
PRO	FICIENCIES &	LANGUAGES			EQUIDME	NT	FEATURES & TRAITS

**PROFICIENCIES & LANGUAGES EQUIPMENT** 

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## **Rashik Firepalm**

CHARACTER NAME

Faintly glowing left hand, no hair visible anywhere. Generally smiling with large, wide open eyes. Clothing often has small scorch

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
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 See Invisibility
Guano
Basilisk Eyes (2 petrification, 4 poison)
Pendant of fireball (0 charges)

CHARACTER BACKSTORY TREASURE

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Wiza	rd (Int)		7	14+1	+6+1
SPE	LLCASTING 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					
THIITOT IIIUSIOTT					
SPELL					
LEVEL SLOTS	SLOTS EXPENDED				
1 4	XXXX			7	
<b>v</b> burning hand	ds	□			
chromatic orl					
color spray		4			
detect magic					
_					
silent image		_			
comprehend		_			
magic missile		_ 出—		U	
alarm		_			
earth tremor	•			8	
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2 2	XX				
✓ flaming sphe					
_		U			
phantasmal f	orce			•	
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