Rashik Firepalm

CHARACTER NAME

Wizard 2	Sage	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Forest gnome (m)	Neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

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FEATURES & TRAITS

	IN	SPIRATION						Quick to frustration and lashing out
STRENGTH			:	13	+3		25 ft.	when feeling trapped. I'm obsessed with fire and light
+0	+2 PROFI	CIENCY BONUS		AC	INITIATI	VE	SPEED	
11	+0 Streng	th	Hit Po	oint Maximu	ım	1	.3	PERSONALITY TRAITS
DEXTERITY	+3 Dexter	•			13			Knowledge should be freely gained and shared, none should restrict the flow of
+3	+6 Intellig	ence	CURRENT HIT POINTS			POINTS	information IDEALS	
16	+4 Wisdor -2 Charisi							
CONSTITUTION	SAVING T	HROWS		TEMF	PORARY HI	T POINTS		
+1		itics (Dex) Handling (Wis)	Tota	1d0	6	Successes		BONDS I'm terrified by darkness and tight
13	+6 Arcana +0 Athleti	(Int) cs (Str)		HIT DICE		Failures		spaces
INTELLIGENCE		tion (Cha)		NAME	ATK	DAMAGE,	TYPE	FLAWS
+4	+6 History+4 Insight			Dagger	+5	1d4+3 p	piercing	Arcane Recovery
18		ation (Cha) gation (Int)						Darkvision (60 ft.)
WISDOM		ne (Wis)						Gnome Cunning Speak with Small Beasts
+2	+4 Nature +2 Percep	(Int) tion (Wis)			: +5 (1d4+ ange 20/60		; finesse,	Natural Illusionist (<i>minor illusion</i> at will)
15		mance (Cha) sion (Cha)	,		9,	,,		Researcher
CHA RISMA	+4 Religion	n (Int)						Arcane Tradition: Evocation savant
-2	+3 Stealti	of Hand (Dex)						
6		al (Wis)						
U	SKIL	LS		ATTACK	(S & SPELL	CASTING		
				ı	Dagger, arca	ane focus	/crystal	
12	PASSIVE WISDOM (PER	CEPTION)	CP	2 0	spellbook, b mess kit, tir	ackpack, nderbox, t	bedroll, orch (10),	
Weapons dagger, dart, sling, quarterstaff, light crossbow		rstaff, light	SP	0 0	rations/1 day (10), waterskin, rope/hempen 50 feet, ink/1 ounce bottle, ink pen, clothes/ common, small knife, belt			
Armors			EP 0			ŕ		
Tools					Equipment Cost 92.52		7 lb -	
Languages (Common, Giant, Gnomish	ı, Goblin	GP	10	Coins weig	ht 0.1 lb		
			PP	0				

PROFICIENCIES & LANGUAGES

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EQUIPMENT

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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. WEIGHT		
AGE	HEIGHT			
Yellow	Bronze	None		
EYES	SKIN	HAIR	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 Earth Tremor, Scroll of Enhance Ability Arkeous's book, gives +1 to history while in my possession

CHARACTER BACKSTORY TREASURE

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Wiza	rd (Int)		6	14	+6
	LLCASTING CLASS (SPELLCASTIN	IG ABILITY)	DAILY SPELLS TO PREPARE	SPELLS SAVE DC	SPELLS ATTACK BONUS
0	CANTRIPS	3		6	
dancing lights					
fire bolt					
light					
SPELL				U	
LEVEL SLOTS	SLOTS EXPENDED				
1 3				7	
urning hand	ds				
chromatic or	b				
color spray		4			
✓ detect magic		-			
✓ silent image					
✓ comprehend	languages				
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magic missile	<u>2</u> S	— H			
alarm		_		•	
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