

# Rashik Firepalm

CHARACTER NAME

**Wizard (Evocation) 4**

CLASS & LEVEL

**Forest gnome (m)**

RACE

**Sage**

BACKGROUND

**Neutral**

ALIGNMENT

PLAYER NAME

**0**

EXPERIENCE POINTS

INSPIRATION					
STRENGTH	13	+3	25 ft.	Quick to frustration and lashing out when feeling trapped. I'm obsessed with fire and light	
+1	+2	PROFICIENCY BONUS	AC	INITIATIVE	SPEED
12	+1	Strength	Hit Point Maximum	20	
DEXTERITY	+3	+3	Dexterity	4	
+3	+1	Constitution	CURRENT HIT POINTS		
16	+6	Intelligence	PERSONALITY TRAITS		
	+4	Wisdom	Knowledge should be freely gained and shared, none should restrict the flow of information		
	-2	Charisma	IDEALS		
SAVING THROWS			TEMPORARY HIT POINTS		
CONSTITUTION	+1	+3	Acrobatics (Dex)	Total 4d6	
	+2	Animal Handling (Wis)		Successes <input type="checkbox"/> <input type="checkbox"/>	
13	+6	Arcana (Int)		Failures <input type="checkbox"/> <input type="checkbox"/>	
	+1	Athletics (Str)	HIT DICE		
INTELLIGENCE	-2	Deception (Cha)	NAME	ATK	DAMAGE/TYPE
+4	+6	History (Int)	Dagger	+5	1d4+3 piercing
	+4	Insight (Wis)	Quarterstaff	+3	1d6+1 bludgeoning
18	-2	Intimidation (Cha)			
	+4	Investigation (Int)			
WISDOM	+2	Medicine (Wis)			
+2	+4	Nature (Int)			
	+2	Perception (Wis)			
15	-2	Performance (Cha)			
	-2	Persuasion (Cha)			
CHARISMA	+4	Religion (Int)			
-2	+3	Sleight of Hand (Dex)			
	+3	Stealth (Dex)			
6	+2	Survival (Wis)			
SKILLS			ATTACKS & SPELLCASTING		
12	PASSIVE WISDOM (PERCEPTION)		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
Weapons	dagger, dart, sling, quarterstaff, light crossbow		SP	0	
Armors			EP	0	
Tools			GP	10	Equipment weight 71 lb - Cost 92.72 gp
Languages	Common, Giant, Gnomish, Goblin		PP	0	Coins weight 0.1 lb
PROFICIENCIES & LANGUAGES			EQUIPMENT		FEATURES & TRAITS
					Arcane Recovery
					Evocation Savant
					Sculpt Spells
					Elemental Adept
					Darkvision (60 ft.)
					Gnome Cunning
					Speak with Small Beasts
					Natural Illusionist (minor illusion at will)
					Researcher

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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}] (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

## CHARACTER BACKSTORY

## TREASURE

## Wizard (Int)

SPELLCASTING CLASS (SPELLCASTING ABILITY)

8

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

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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