

Rashik Firepalm

CHARACTER NAME

Wizard (Evocation) 4

CLASS & LEVEL

Forest gnome (m)

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

INSPIRATION		Hit Point Maximum		PERSONALITY TRAITS	
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	<input type="checkbox"/> +1 Strength		Hit Point Maximum	20	PERSONALITY TRAITS
DEXTERITY	<input type="checkbox"/> +3 Dexterity		10	Knowledge should be freely gained and shared, none should restrict the flow of information	
+3	<input type="checkbox"/> +1 Constitution		CURRENT HIT POINTS	IDEALS	
16	<input checked="" type="checkbox"/> +6 Intelligence			BONDS	
	<input checked="" type="checkbox"/> +4 Wisdom			I'm terrified by darkness and tight spaces	
	<input type="checkbox"/> -2 Charisma			FLAWS	
CONSTITUTION	SAVING THROWS		TEMPORARY HIT POINTS		
+1	<input type="checkbox"/> +3 Acrobatics (Dex)	Total	4d6	Successes	<input type="checkbox"/>
13	<input type="checkbox"/> +2 Animal Handling (Wis)				<input type="checkbox"/>
	<input checked="" type="checkbox"/> +6 Arcana (Int)	HIT DICE		Failures	<input type="checkbox"/>
	<input type="checkbox"/> +1 Athletics (Str)				<input type="checkbox"/>
INTELLIGENCE	<input type="checkbox"/> -2 Deception (Cha)	NAME	ATK	DAMAGE/TYPE	
+4	<input checked="" type="checkbox"/> +6 History (Int)	Dagger	+5	1d4+3 piercing	Arcane Recovery
	<input checked="" type="checkbox"/> +4 Insight (Wis)	Quarterstaff (a)	+3	1d6+1 bludgeoning	Evocation Savant
18	<input type="checkbox"/> -2 Intimidation (Cha)				Sculpt Spells
	<input type="checkbox"/> +4 Investigation (Int)				Elemental Adept
WISDOM	<input type="checkbox"/> +2 Medicine (Wis)				Darkvision (60 ft.)
+2	<input type="checkbox"/> +4 Nature (Int)				Gnome Cunning
	<input type="checkbox"/> +2 Perception (Wis)				Speak with Small Beasts
15	<input type="checkbox"/> -2 Performance (Cha)				Natural Illusionist (<i>minor illusion</i> at will)
	<input type="checkbox"/> -2 Persuasion (Cha)				Researcher
CHARISMA	<input type="checkbox"/> +4 Religion (Int)				
-2	<input type="checkbox"/> +3 Sleight of Hand (Dex)				
	<input type="checkbox"/> +3 Stealth (Dex)				
6	<input type="checkbox"/> +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	

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

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}] (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

x

☒ burning hands

☐ chromatic orb

☐ color spray

☐ detect magic

☒ silent image

☐ comprehend languages

☒ magic missile

☐ alarm

☒ earth tremor

☐ unseen servant

☐

☐

☐

2

3

xxx

☒ flaming sphere

☒ phantasmal force

☒ aganazzar's scorcher

☒ see invisibility

☐ Air bubble

☐

☐

☐

☐

☐

☐

☐

☐

4

5

7

8

9