

# Homunculus Servant

CHARACTER NAME

N/A  
CLASS & LEVEL

N/A  
RACE

N/A  
BACKGROUND

N/A  
ALIGNMENT

PLAYER NAME

0  
EXPERIENCE POINTS

STRENGTH

-3

DEXTERITY

+2

CONSTITUTION

+1

INTELLIGENCE

0

WISDOM

0

CHARISMA

-2

13

N/A

20/30

AC

INITIATIVE

SPEED

Hit Point Maximum

10

10

CURRENT HIT POINTS

SAVING THROWS

TEMPORARY HIT POINTS

PROFICIENCY BONUS

IDEALS

BONDS

FLAWS

SKILLS

ATTACKS & SPELLCASTING

PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

☐ +1 Strength

☒ +8 Dexterity

☐ +4 Constitution

☐ +7 Intelligence

☐ +2 Wisdom

☐ -2 Charisma

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

☒ +6 Perception (Wis)

-2 Performance (Cha)

-2 Persuasion (Cha)

0 Religion (Int)

+2 Sleight of Hand (Dex)

☒ +5 Stealth (Dex)

0 Survival (Wis)

Total

5d4

Successes

Failures

HIT DICE

NAME

ATK

DAMAGE/TYPE

Force Strike

7+1

1d4+3 force

Force Strike: range: 30 ft. Activates on bonus action from me (if conscious) or own action (if unconscious)

Dodge: Activates every turn if I'm active

Evasion: Dex saving throw success = no damage, fail = half damage

Channel Magic: (reaction) delivers a spell I cast with range of touch. Must be within 120 ft of me

CP

0

SP

0

EP

0

GP

0

PP

0

Darkvision (60 ft)

16

PASSIVE WISDOM (PERCEPTION)

Common, Giant, Gnomish, Goblin

2 of 4

6/11/2025, 10:06 AM

# Rashik Firepalm

CHARACTER NAME

The head is the blue gem of the Immaculate Lady, so a face ringed by fire. The body is Rashik Firepalm's from before he died, with a small gem visible on the left hand (with a tiny, almost imperceptible glow) and an ornate, impressive looking spellbook in it's right hand. It's wearing a cloak that always seems to move in the wind, even if there is no wind

42

AGE

3.5 ft (Small)

HEIGHT

33 lb.

WEIGHT

Yellow

EYES

Bronze

SKIN

None

HAIR

## APPEARANCE

## ALLIES & ORGANIZATIONS

## ADDITIONAL FEATURES

## CHARACTER BACKSTORY

## TREASURE

