

Glen Tonic

Personality:

Race: Human
Sex: Male
Class: Wizard
Level: 4
Age: 20 years old
Height: 1.79 meters tall
Muscle Mass: Medium
Colour: Grey skin tone
Mass: 50 kg
Nature: Chaotic Natural

Backstory:

Born in the slum as a poor boy, and lost his parents early, but managed to be picked up by a wizard and trained in the art of magic. This has resulted in him being desperate not to get poor again.

Will favorise Heldarion over Sam. Don't remember why. Named Tonic because the wizard he was trained by was an alcoholic and thought it was really cool to call him Tonic since his first name was Glen.

Skill Proficiencies:

- Arcana
- Investigation
- Sleight of hand
- Stealth

Attributes:

Category:	Value:	Mod:
Strength	9	-1
Dexterity	18	+4
Wisdom	16	+3
Constitution	16	+3
Intelligence	18	+4
Charisma	14	+2

Languages:

- Common
- Giant

Save Throws:

- Intelligence
 - Wisdom
- Spell save DC = $8 + 2 + 4 = 14$

Stats:

Hit points: 30/30 - 21/21(Cursed)
Hit dice available: 4/4
Armour class: $10 + 0 + 4 + 0 = 14$
Initiative: 4
Speed: 30
Passive Wisdom: $10 + 3 = 13$
Proficiency bonus: 2
Spells Prepared: $4 + 4 = 8$
Exp: 2700/6500

Weapons:

- Quarterstaff (proficient) 1d6 damage
- Knife (proficient) 1d4 damage
- Staff of the Rat King (proficient) 1d6 damage
 - Conjure a Rat Swarms
 - If all charges are used, roll a d20 and on a 1 the staff is destroyed.

Choosen Abilities and Traits:

- City Secrets
- Arcane Tradition (Evocation)
 - Evocation Savant
 - Sculpt Spells
- Mark of the Depth
 - Night Vision
 - Forskin between fingers
 - Waterbreathing
- Rat Handeling
- Cursed

Spell Slots:

- | | |
|----------------|--------------------------|
| 1st level slot | <input type="checkbox"/> |
| 1st level slot | <input type="checkbox"/> |
| 1st level slot | <input type="checkbox"/> |
| 1st level slot | <input type="checkbox"/> |
| 2st level slot | <input type="checkbox"/> |
| 2st level slot | <input type="checkbox"/> |
| 2st level slot | <input type="checkbox"/> |

Conjured Rat Swarms:

- | | |
|-------------|-------------------------------------|
| Swarm one | <input checked="" type="checkbox"/> |
| Swarm two | <input type="checkbox"/> |
| Swarm three | <input type="checkbox"/> |

Spellbook

*** Cantrips: ***	
Fire Bolt	
Mage Hand	
Prestidigitatation	
Ray of Frost	
♪♪ 1st. Level Spells ♪♪	
Burning hands	<input checked="" type="checkbox"/>
Chromatic Orb	<input checked="" type="checkbox"/>
Comprehend Language (Ritual)	<input type="checkbox"/>
Feather Fall (Reaction)	<input checked="" type="checkbox"/>
Mage Armour	<input checked="" type="checkbox"/>
Magic Missile	<input type="checkbox"/>
Shield (Reaction)	<input type="checkbox"/>
Witch Bolt	<input type="checkbox"/>
♦ ♣ ♥ ♠ 2nd. Level Spells ♠ ♥ ♣ ♦	
Enlarge/Reduce	<input checked="" type="checkbox"/>
Melf's Acid Arrow	<input checked="" type="checkbox"/>
Mirror Image	<input checked="" type="checkbox"/>
Misty Step (Bonus action)	<input checked="" type="checkbox"/>
α β γ δ 3rd. Level Spells δ γ β α	
⚔ ⚔ ⚔ 4th. Level Spells ⚔ ⚔ ⚔	
♀ ♂ 5th. Level Spells ♂ ♀	
☺ ☺ ☺ 6th. Level Spells ☹ ☺ ☺	
⚔ → ⚔ 7th. Level Spells ⚔ → ⚔	
⊙ ⊕ ⊗ 8th. Level Spells ⊗ ⊕ ⊙	
• ✎ ✎ 9th. Level Spells ✎ ✎ •	

Items

Item	Weight [kg]
13 Bread	3
165 gp 8 sp	
Ink pot	
Ink pen	
Quarterstaff	2
Arcane focus	
5% rabatt på Joker	
Backpack	2.5
Book of Lore	2.5
Common clothing	1.5
Belt pouch	0.5
10 sheets of parchment	
Bag of sand	0.5
Small knife	0.125
Spellbook	1.5
Fine knife	0.125
Lantern with 9/10 amounts of oil	1
Rat King's Book	2.5
1 x Potion of Healing	0.25
Staff of the Rat King	2
4 x Canisters of oil	
Scroll with magic written on it (Dark Vision, Detect Magic and Grease)	
Painting of a fine boat	
5 to 6 large fish	36
Diamond worth 50 gp	
Golden jewelery box worth 75 gp	
3 x Golden ring worth 25 gp	
Platinum locket with a topaz worth 750 gp	
Blanket	
3 x Blank book worth 25 gp	7.5
Scroll of Bless	
Scroll of Spiritual Weapon	
Scroll of Protect From Poison	
Sum	63.5

Carrying capacity:

Category	Weight [kg]
Lightly encumbered	0 - 22.5
Encumbered	22.5 - 45
Heavily encumbered	45 - 67.5