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.

Languages:

– Common
– Giant

Stats:

Hit points:	30/30
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

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

Save Throws:

– Intelligence
– Wisdom

Spell save DC $= 8 + 2 + 4 = 14$

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	☐
1st level slot	☐
1st level slot	☐
1st level slot	☐
2st level slot	☐
2st level slot	☐
2st level slot	☐

Conjured Rat Swarms:

Swarm one	☐
Swarm two	☐
Swarm three	☐

Item Proficiencies:

- Daggers
- Darts
- Slings
- Quarterstaffs
- Light Crossbow

Spellbook

★ ★ ★ **Cantrips**: ★ ★ ★	
Fire Bolt	
Mage Hand	
Prestidigitation	
Ray of Frost	

♪♫♩ **1st. Level Spells** ♩♫♪	
Burning hands	☑
Chromatic Orb	☑
Comprehend Language (Ritual)	☐
Feather Fall (Reaction)	☑
Mage Armour	☑
Magic Missile	☐
Shield (Reaction)	☐
Witch Bolt	☐

♢ ♣ ♡ ♠ **2nd. Level Spells** ♠ ♡ ♣ ♢	
Enlarge/Reduce	☑
Melf's Acid Arrow	☑
Mirror Image	☑
Misty Step (Bonus action)	☑

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
176 gp 68 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
Beltpouch	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	
3 x Rock worth 10 gp	
Some fine black Cloth	
Black eyepatch inlaid with cornelia	
Ebony hairbrush worth 25 gp	

A Crystal ball worth 25 gp which is a focus	
Bag with 15 candles	
Black cloak	
Potion of healing	
Cloak of Protection	
Spellbook with	
– Disguise self	
– Identify	
– Protect from evil and good	
– Hold person	
– Invisibility	
– Magic weapon	
A small wooden chest	
Sum	63.5

Carrying capacity:

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