# Glen Tonic

## Personality:

Race: Human
Sex: Male
Class: Wizard
Level: 5

Age:20 years oldHeight:1.79 meters tall

 $\mathbf{Muscle\ Mass:} \qquad \mathrm{Medium}$ 

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:		37/37
Hit die	e available:	5/5  (d6)

**Armour class:** 10 + 0 + 4 + 0 = 14

Initiative: 4 Speed: 30

Passive Wisdom: 10 + 3 = 13

Proficiency bonus: 3

**Spells Prepared:** 5 + 4 = 9 **Exp:** 6500/14000

## Skill Proficiencies:

- Arcana
- Investigation
- Sleight of hand
- Stealth

#### Attributes:

Category:	Value:	Mod:
Strength	8 + 1 = 9	-1
Dexterity	16 + 1 + 1 = 18	+4
Wisdom	15 + 1 = 16	+3
Constitution	14 + 1 + 1 = 16	+3
${\rm Intelligence}$	17 + 1 = 18	+4
Charisma	13 + 1 = 14	+2

#### Save Throws:

- Intelligence
- Wisdom

Spell save DC = 8 + 3 + 4 = 15

# Weapons:

- 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

Spell Slots:		Conjured Rat Swarms:	
1st level slot		Swarm one	
1st level slot		Swarm two	
1st level slot		Swarm three	
1st level slot			
2st level slot		Item Proficiencies:	
2st level slot		$\overline{-}$ Daggers	
2st level slot		- Darts	
3rd level slot		- Slings	
3rd level slot		- Quarterstaffs	
		- Light Crossbow	

# Spellbook

$\star\star\star$ Cantrips: $\star\star\star$	
Fire Bolt	
Mage Hand	
Prestidigitation	
Ray of Frost	
אתו 1st. Level Spells ותו	
Burning hands	
Chromatic Orb	<b></b>
Comprehend Language (Ritual)	
Disguise Self	
Feather Fall (Reaction)	$\blacksquare$
Mage Armour	<b>1</b>
Magic Missile	
Shield (Reaction)	
Witch Bolt	
$\Diamond \clubsuit \heartsuit \spadesuit$ 2nd. Level Spells $\spadesuit \heartsuit \clubsuit \Diamond$	
m Enlarge/Reduce	$  \checkmark  $
Melf's Acid Arrow	
Mirror Image	$  \checkmark  $
Misty Step (Bonus action)	<b>1</b>
$\alpha \beta \gamma \delta$ 3rd. Level Spells $\delta \gamma \beta \alpha$	
Fireball	
Haste	$\blacksquare$
ДΘΩ 4th. Level Spells ΩΘД	
♀ŏ♂ 5th. Level Spells ♂ŏ♀	
©©● 6th. Level Spells ●©©	
$\bowtie \multimap \pitchfork 7 \mathrm{th.} \ \mathrm{Level} \ \mathrm{Spells} \pitchfork \multimap \bowtie$	
$\odot \oplus \otimes$ 8th. Level Spells $\otimes \oplus \odot$	
$ullet$ $\mp$ * 9th. Level Spells * $\mp$ $ullet$	

# Items

Item	Weight [kg]
12 Bread	3
599 gp	
Ink pot	
Ink pen	
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
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 (Darkvision(Don't), Detect Magic and Grease)	
Painting of a fine boat	
4 large fish	24
Diamond worth 50 gp	
Golden jewelery box worth 75 gp	
Blanket	
3 x Blank book worth 25 gp	7.5
Scroll of Bless	
Scroll of Spiritual Weapon	
Scroll of Protect From Poison	
Some fine black cloth	
A small wooden chest	
Bag with 14 candles	
Black cloak	
Potion of healing	
A note about secret tunnel in Leiria	

Spellbook with	1.5
- Disguise self(Have)	
- Identify	
- Protect from evil and good	
- Hold person	
- Invisibility	
- Magic weapon	
Sum	49

# Carrying capacity:

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