

Kenshi Al'thor

Personality:

Race: Half Elf
Sex: Male
Class: Sorcerer
Level: 3
Age: 35 years old
Height: 1.95 meters tall
Muscle Mass: Medium
Colour: Pale skin tone
Mass: 60 kg
Nature: Neutral Good

Backstory:

Abandoned as a child Kenshi grew up without any of his parents. An old dwarf took him in and raised him alone in the dark depths of the underdark. They lived a simple life until one day when he came home his caretaker had been stabbed. He only saw a blurr as a dark shadow dashed out. The only trait he noticed was a dark red tattoo of a sun. He rushed over to the old dwarf. With his last breath he pushed a dark blue kind of power into Kenshi. Kenshi vowed to find the murderer and avenge his foster parent. And at the same time find out his real heritage.

Languages:

- Common
- Elvish
- Undercommon

Traits:

Hit points: 21/21
Armour class: 10
Initiative: 0
Speed: 30
Passive Wisdom: 10
Proficiency bonus: 2
Exp: 900/2700

Skills:

- Persuasion
- Intimidation

Attributes:

Category:	Value:	Mod:
Strength	8	-1
Dexterity	11	0
Wisdom	10	0
Constitution	17	+3
Intelligence	12	+1
Charisma	20	+5

Save Throws:

- Constitution
 - Charisma
- Spell save DC = 15

Weapons:

- Quarter staff (proficent) 1d6 damage
- Knife (proficent) 1d4 damage

Chooosen Abilities:

- Dark vision
- Fey Ancestry
- Sorcerous Origin
- Font of Magic
 - Sorcery Points
 - Flexible Casting
 - Creating Spell Slots and Sorcery Points – Metamagic
 - Quicken Spell
 - Distant Spell
- Wild Magic
 - Wild Magic Surges
 - Tides of Chaos

Spell Slots:

- 1st level slot ☐
- 1st level slot ☐
- 1st level slot ☐
- 1st level slot ☐
- 2nd level slot ☐
- 2nd level slot ☐

Spellbook

Cantrips:	
prestidigitation	
Mending	
Mage Hand	
Light	
1st. Level Spells	
Charm Person	<input type="checkbox"/>
Detect Magic	<input type="checkbox"/>
2nd. Level Spells	
Scorching Ray	<input type="checkbox"/>
Misty step	<input type="checkbox"/>
3rd. Level Spells	
4th. Level Spells	
5th. Level Spells	
6th. Level Spells	
7th. Level Spells	
8th. Level Spells	
9th. Level Spells	

Items

Item	Weight [kg]
Arcane focus	
Backpack	
Bedroll	
Mess kit	
Tinderbox	
10 Torches	
10 Days of Rations	
Waterskin	
50 feet of Hemp Rope	
Explorers pack	
Quarterstaff	
2x Knives	
90 gp	
Sum	

Carrying capacity:

Category	Weight [kg]
Lightly encumbered	0 - 20
Encumbered	20 - 40
Heavily encumbered	40 - 60