

Glen Tonic

Personality:

Race: Human
Sex: Male
Class: Wizard
Level: 5
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: 37/37
Hit dice available: 5/5
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	9	-1
Dexterity	18	+4
Wisdom	16	+3
Constitution	16	+3
Intelligence	18	+4
Charisma	14	+2

Save Throws:

- Intelligence
 - Wisdom
- Spell save DC = $8 + 3 + 4 = 15$

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 Handling

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"/>
3rd level slot	<input type="checkbox"/>
3rd level slot	<input type="checkbox"/>

Conjured Rat Swarms:

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

Item Proficiencies:

- Daggers
- Darts
- Slings
- Quarterstaffs
- Light Crossbow

Spellbook

★ ★ ★ Cantrips: ★ ★ ★

Fire Bolt
Mage Hand
Prestidigitatation
Ray of Frost

♪♪♪ 1st. Level Spells ♪♪♪

Burning hands
Chromatic Orb
Comprehend Language (Ritual)
Disguise Self
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

Fire Ball
Haste

ℑ ℔ ℔ ℑ 4th. Level Spells ℔ ℔ ℑ ℑ

♀♂♂ 5th. Level Spells ♂♂♀

☺☺☹ 6th. Level Spells ☹☺☺

⌘ → ☞ 7th. Level Spells ☞ → ⌘

⊙ ⊕ ⊗ 8th. Level Spells ⊗ ⊕ ⊙

• 𐀀 * 9th. Level Spells * 𐀀 •



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 15 candles	
Black cloak	
Potion of healing	

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