

# Glen Tonic

## Personality:

**Race:** Human  
**Sex:** Male  
**Class:** Wizard  
**Level:** 3  
**Age:** 20 years old  
**Height:** 1.79 meters tall  
**Muscle Mass:** Medium  
**Colour:** Grey skin tone  
**Mass:** 50 kg  
**Nature:** Chaotic Nutral

### 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 Helderion over Sam. Don't remember why. Named Tonic because 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

## Traits:

**Hit points:** 20/20  
**Armour class:**  $10 + 0 + 3 + 0 = 13$   
**Initiative:** 3  
**Speed:** 30  
**Passive Wisdom:**  $10 + 3 = 13$   
**Proficiency bonus:** 2  
**Spells Prepared:**  $3 + 4 = 7$   
**Exp:** 1520/2700

## Skills:

- Arcana
- Investigation
- Sleight of hand
- Stealth

## Attributes:

Category:	Value:	Mod:
Strength	9	-1
Dexterity	17	+3
Wisdom	16	+3
Constitution	15	+2
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

## Chosen Abilities:

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

**Spell Slots:**

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

**Conjured Ratswarms:**

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

# Spellbook

*** Cantrips: ***	
Fire Bolt	
Mage Hand	
Ray of Frost	
♪♪ 1st. Level Spells ♪♪	
Chromatic Orb	<input type="checkbox"/>
Feather Fall	<input checked="" type="checkbox"/>
Magic Missile	<input checked="" type="checkbox"/>
Witch Bolt	<input type="checkbox"/>
Mage Armour	<input checked="" type="checkbox"/>
Shield	<input type="checkbox"/>
Comprehend Language	<input checked="" type="checkbox"/>
Burning hands	<input checked="" type="checkbox"/>
♦ ♣ ♥ ♠ 2nd. Level Spells ♠ ♥ ♣ ♦	
Melf's Acid Arrow	<input checked="" type="checkbox"/>
Mirror Image	<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
425 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	
Sum	20

## Carrying capacity:

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