

# 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

## Stats:

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

## Skill Proficiencies:

- 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 and Traits:

- 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 ☐

**Sorcery Points:**

☐☐☐

# Spellbook

Cantrips:	
Prestidigitatation 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	
2 x Knife	
90 gp	
Sum	

## Carrying capacity:

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