

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 Sam(dead) over Helderion. 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: 8/37
Hit dice available: 5/5 (d6)
Armour class: $10 + 0 + 4 + 1 = 14$
Initiative: 4
Speed: 30
Passive Wisdom: $10 + 3 = 13$
Proficiency bonus: 3
Spells Prepared: $5 + 4 = 9$
Exp: Milestone

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
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
- Broken Staff of the Rat King (proficient) 1d6 damage
- Scimitar (not proficient) 1d6 damage

Item Proficiencies:

- Daggers
- Darts
- Slings
- Quarterstaves
- Light Crossbow

Chosen Abilities and Traits:

- City Secrets
- Arcane Recovery
- Arcane Tradition (Evocation)
 - Evocation Savant
 - Sculpt Spells
- Missing Arm
- Permanent Magic Hand
- Magic Eye
- Something Magical in My Brain! =O

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 checked="" type="checkbox"/> |
| 2nd level slot | <input checked="" type="checkbox"/> |
| 2nd level slot | <input checked="" type="checkbox"/> |
| 2nd level slot | <input checked="" type="checkbox"/> |
| 3rd level slot | <input checked="" type="checkbox"/> |
| 3rd level slot | <input checked="" type="checkbox"/> |

Wand of Secrets:

Uses ☐☐☐

Attuned Items:

1st	Black Cloak of Protection
2nd	
3rd	

Spellbook

*** Cantrips: ***

Fire Bolt	
Mage Hand	
Prestidigitation	
Poison spray	

♪♪ 1st. Level Spells ♪♪

Burning hands	<input checked="" type="checkbox"/>
Chromatic Orb	<input checked="" type="checkbox"/>
Comprehend Language (Ritual)	<input type="checkbox"/>
Detect Magic (Ritual)	<input type="checkbox"/>
Disguise Self	<input type="checkbox"/>
Feather Fall (Reaction)	<input checked="" type="checkbox"/>
Grease	<input type="checkbox"/>
Identify (Ritual)	<input type="checkbox"/>
Mage Armour	<input checked="" type="checkbox"/>
Magic Missile	<input type="checkbox"/>
Shield (Reaction)	<input type="checkbox"/>
Witch Bolt	<input type="checkbox"/>

◇ ♣ ♥ ♠ 2nd. Level Spells ♠ ♥ ♣ ◇

Enlarge/Reduce	<input checked="" type="checkbox"/>
Melf's Acid Arrow	<input type="checkbox"/>
Mirror Image	<input checked="" type="checkbox"/>
Misty Step (Bonus action)	<input checked="" type="checkbox"/>

α β γ δ 3rd. Level Spells δ γ β α

Fireball	<input checked="" type="checkbox"/>
Haste	<input checked="" type="checkbox"/>

$\mathbb{I} \odot \Omega$ 4th. Level Spells $\Omega \odot \mathbb{I}$
$\mathbb{F} \circlearrowleft \mathbb{F}$ 5th. Level Spells $\mathbb{F} \circlearrowright \mathbb{F}$
$\odot \ominus \omin�$ 6th. Level Spells $\omin� \ominus \odot$
$\bowtie \multimap \mathfrak{h}$ 7th. Level Spells $\mathfrak{h} \multimap \bowtie$
$\odot \oplus \otimes$ 8th. Level Spells $\otimes \oplus \odot$
$\bullet \mp \ast$ 9th. Level Spells $\ast \mp \bullet$

Items

Item	Weight [kg]
0 gp	
12 Bread	3
Ink pot	
Feather 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
My Spellbook	1.5
Lantern with 9/10 amounts of oil	1
Rat King's Book	2.5
Potion of Healing	0.125
Broken Staff of the Rat King	2
4 x Canisters of oil	
Scroll with Darkvision(Don't)	
Painting of a fine boat	
4 large fish	24
Diamond worth 50 gp	
Perl worth 100 gp	
Golden jewellery box worth 75 gp	
Blanket	
Some fine black cloth	1
A small wooden chest	
Bag with 14 candles	0.5
Black Cloak of Protection	0.5
– +1 to AC and Saving Throws	
A note about secret tunnel in Leiria	
Scimitar	2

Wyverntail bone	1.5
Wand of Secrets	
– 3 Charges, recover 1d3 at dawn	
My arm and my eye	
2 x Magic rat carved in wood	
– Conjure a Giant Rat	
Spellbook with	
– Disguise Self(Have)	
– Identify(Have)	
– Protect From Evil and Good	
– Hold Person	
– Invisibility	
– Magic Weapon	
Sum	53

Carrying capacity:

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