

DUNGEONS & DRAGONS®

Terrance the old

CHARACTER NAME

Wizard

CLASS & LEVEL

elf
RACE

sage

BACKGROUND

neutral
ALIGNMENT

Alfie Sid Alan terry

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

DEXTERITY

13

+2

CONSTITUTION

13

INTELLIGENCE

15

WISDOM

12

CHARISMA

10

INSPIRATION

2

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int) Athletics
- ☐ (Str) Deception (Cha)
- ☐ History (Int) Insight
- ☐ (Wis) Intimidation
- ☐ (Cha) Investigation
- ☐ (Int) Medicine (Wis)
- ☐ Nature (Int) Perception
- ☐ (Wis) Performance
- ☐ (Cha) Persuasion (Cha)
- ☐ Religion (Int) Sleight of
- ☐ Hand (Dex) Stealth
- ☐ (Dex) Survival (Wis)

SKILLS

13

ARMOR
CLASS

3

INITIATIVE

30 feet

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1D6

per wizard level

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVED

i use polysyllabic words that convey the impression of great erudite

PERSONALITY TRAITS

knowledge is the path to self-improvement

IDEALS

i've been searching my whole life for the answers to my questions

BONDS

i'm easily distracted by the promise of knowledge

FLAWS

PASSIVE WISDOM (PERCEPTION)

Elvish, fey and english

OTHER PROFICIENCIES & LANGUAGES

NAME

ATK BONUS

DAMAGE/TYPE

fire bolt

mage hand

prestidigitation

mage armour

magic missile

shield

burning hands

sleep

detect magic

ATTACKS & SPELLCASTING

Black ink,

a quill,

small knife,

a quest from a past co-worker that has not been fulfilled yet,

a belt pouch

EQUIPMENT

ability score increase +2.

Dark-Vision:

See in Dim or darkly lit places within 60 feet.

keen-sense:

prophecy in perception skills.

fey ancestry:

advantage on saving throws against being charmed, and magic cant put me to sleep.

Trance:

elves don't sleep instead they meditate for 4 hours a day.

FEATURES & TRAITS



Terrance the old

CHARACTER NAME

163yrs

AGE

6 foot

HEIGHT

132 pounds

WEIGHT

green with hints of yellow/gray

EYES

pale white

SKIN

grey with brown streaks

HAIR

CHARACTER APPEARANCE

NAME

The elegance of ASAT



SYMBOL

ALLIES & ORGANIZATIONS

Class Features (Wizard)

Arcane Recovery: Once per day when you finish a short rest, you can recover a number of expended spell slots equal to or less than half your wizard level (rounded up). For example, at 1st level, you can recover one 1st-level spell slot.

Background Features (Sage)

Researcher: When you attempt to learn or recall a piece of lore, if you don't know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

Personality Traits, Ideals, Bonds, Flaws

Personality Traits: "I use polysyllabic words that convey the impression of great erudition."

Ideals: "Knowledge. The path to power and self-improvement is through knowledge."

Bonds: "I've been searching my whole life for the answer to a certain question."

Flaws: "I am easily distracted by the promise of information."

Curiosity: Terrance is driven by an insatiable curiosity, always eager to learn new things and uncover hidden secrets.

Mentor: Despite his quest for knowledge, Terrance enjoys sharing his wisdom with younger adventurers, often taking on a mentor role.

Cautious: Years of study and exploration have made Terrance cautious and methodical, preferring to think things through before acting.

Arcane Affinity: Terrance has a natural talent for understanding and manipulating magic, making him exceptionally skilled in spellcasting.

ADDITIONAL FEATURES & TRAITS

1. **Spellbook:** Your most prized possession, containing all your known spells.
 2. **Component Pouch:** Holds the material components needed for your spells.
 3. **Arcane Focus:** A crystal, orb, or wand used to channel your spells.
 4. **A Bottle of Black Ink and a Quill:** Essential for recording new spells and notes.
 5. **A Small Knife:** Useful for various tasks.
 6. **A Letter from a Dead Colleague:** Posing a question you have not yet been able to answer.
 7. **A Set of Common Clothes:** Comfortable and practical for travel.
 8. **A Belt Pouch Containing 10 gp:** Your starting gold, which you can use to buy supplies or save for future needs.
- Additional Treasures**
1. **An Amulet of Protection:** A simple amulet that provides a small bonus to your saving throws (DM's discretion).
 2. **A Book of Ancient Lore:** Filled with obscure and valuable knowledge, this book is a treasure trove of information for a wizard.
 3. **A Mysterious Key:** An ornate key that you found during your travels. You don't know what it opens, but you're determined to find out.
 4. **A Potion of Healing:** A single-use potion that can restore some of your hit points in a pinch.

TREASURE

CHARACTER BACKSTORY

Terrance Arklas was born in the ancient elven city of Elarion, nestled deep within the mystical forests of Eldoria. From a young age, Terrance exhibited an insatiable curiosity and a natural affinity for magic. His parents, both esteemed scholars, nurtured his talents, providing him with access to the vast libraries and arcane knowledge of their people.

As he grew older, Terrance's thirst for knowledge led him to the prestigious Arcane Academy, where he excelled in his studies. His peers often marveled at his ability to grasp complex spells and his dedication to uncovering the mysteries of the arcane. It was during his time at the academy that he earned the moniker "Terrance the Old," not because of his age, but due to his profound wisdom and the respect he commanded among his fellow students and teachers.

Driven by a burning question posed by a long-lost colleague, Terrance embarked on a lifelong quest to uncover the secrets of an ancient, forgotten spell. This quest took him far and wide, from the towering spires of the High Elven cities to the shadowy depths of forgotten dungeons. Along the way, he encountered numerous challenges and made many allies, each contributing to his ever-growing pool of knowledge.

Despite his vast intellect and magical prowess, Terrance is not without his flaws. His relentless pursuit of knowledge often leads him to become easily distracted by new information, sometimes to the detriment of his immediate goals. However, his unwavering dedication to his ideals and his desire to use his knowledge for the greater good have earned him the respect and admiration of those who know him.

Now, as he continues his journey, Terrance the Old seeks not only to answer the question that has haunted him for so long but also to share his wisdom and protect the world from the dark forces that threaten it. With his trusty spellbook in hand and a heart full of determination, Terrance Arklas stands ready to face whatever challenges lie ahead.

