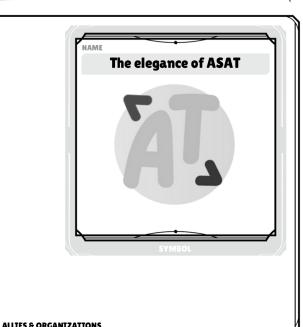




CHARACTER NAME

163yrs 6 foot 132 pounds
AGE HEIGHT WEIGHT

green with hints of yellow/gray pale white grey with brown streaks
EYES SKIN HAIR



**CHARACTER APPEARANCE** 

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.

**CHARACTER BACKSTORY** 

### 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

- l. 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.
- . A Small Knife: Useful for various tasks.
- A Letter from a Dead Colleague: Posing a question you have not yet been able to answer.
   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
- . 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

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CARRIERS	3 spens	2		
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