DRD
IDVIESITIRERS
 CLASS \& LEVEL $\begin{array}{lll}\text { Half-Elf } & \text { Chaotic Good } & 0\end{array}$

CHARACTER NAME



Daggers, Darts, slings, quarterstaffs, light crossbows


I like to brag about all the things I have seen and done, though I cannot remember the details and am sometimes unsure if they really happened at all. A mystery is like an itch that won't go away, I have to scratch.

PERSONALITY TRAITS

Knowledge is the key to freedom. I was free once, but now I feel a bit lost.

IDEALS

The planes hold great secrets that no one but me can unlock.

BONDS

Sometimes I get confused between things that have happened, are happening now or will happen in some alternate future.

## Darkvision

Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## Fey Ancestry

I have advantage on saves against being charmed, and magic can't put me to sleep

## Skill Versatility

I gain proficiency in two skills of your choice.
Medicine, Perception

## Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

DRD
IDVEVITIURERS


| AGE | HEIGHT | WEIGHT |
| :--- | :--- | :--- |
| Silver | Tan | Golden brown |
| EYES | SKIN | HAIR |



I was once a powerful wizard. Feared and respected by my peers. I specialized in the study of the planes and the Great Wheel. From Elysium and its Happy Hunting Grounds to Hades with its gray skies. From Mechanus with its unwavering devotion to order to Limbo and its lake thereof. I knew of all these things and all that lie between.

In my travels and studies I learned of a great many places, and I found myself on another plane of my own. I could no Ionger interact with the people of Abeir-Toril with scarce exceptions. They simply could not fathom my thoughts, as though I were speaking to common insect.

Not even my peers could grasp the concepts that I was uncovering. That the planes as we knew them were in complete. A small part of something greater still. They were no help to me, so I gathered a group of dim, but competent companions and sought out the great library of the stone giants Gravenhollow.

There I found a wealth of knowledge of the past, present, and the future. Though the breadth of the knowledge that could be found hear war narrow in scope, its detail could not be matched in all the worlds I had visited in the past. That such a place could exist under my own feet on my own world was astonishing.

In this place, where all times met and the future speaks with the past and parleys with the present, tragedy struck, or perhaps fate. While conducting an experiment I was
approached by past self, who I could hardly recognize and my future self as grand as I could have imagined. But something went wrong. The strands of my ritual began to shiver and shake and the trinity of myself was pulled into one as by a great cyclone.

I remember little, but my dreams were filled with an unrelenting fog a darkness closed in upon me and a figure draped in a grand cloak stand just beyond my sight. I awoke, my body and mind had become that of my younger self. My great power gone, like a God cast from Arvandor, one thought raised above all others. I must make way to Phlan.


## Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice.

## Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

## Library Access

Though others often have to endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access.

You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease.

Additionally, you are likely to gain preferential treatment at other libraries across the realms, as professional courtesy shown to a fellow scholar.

ADDITIONAL FEATURES \& TRAITS




Firebolt
Shocking Grasp
Mage Hand

SPELL


O Comprehend Languages NAMEDetect MagicDisguise SelfMage ArmorMagic MissileShield
O
O
O
O
O
0
O
$\qquad$


0
O
O
O
$\qquad$
$\qquad$
O
O
O
0
O
O
O


O
O
O
O
O
O
O
O
$\qquad$
O
O
O


O
O
0
O $\qquad$
O
0
0
0
O


0
O
O
O
O
O
O—_




