AMANDA GILCHRIST

Forest Tiefling Hybrid Wizard, Level 3 | Alignment: Lawful Good
Background: The Wilds Architect

SecureIdeas professionally evil®

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
12	11	30 ft	+2	+2	11	3

STR	DEX	CON	INT	WIS	CHA
+0	+2	-1	+3	+1	+1
Score 10 | Save +0	Score 14 | Save +2	Score 8 | Save -1	Score 17 | Save +5*	Score 11 | Save +3*	Score 13 | Save +1

**Proficient Save*

Skills & Proficiencies

Arcana (INT) *	+5	Perception (WIS)	+1
Investigation (INT) *	+5	Persuasion (CHA)	+1
History (INT) *	+5	Deception (CHA)	+1
Insight (WIS) *	+3	Stealth (DEX)	+2

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
Tinker's Tools	+5	1d8+3	Signature weapon / tool
Pattern Sight	At Will	-	Signature move, roleplay / utility
Reality Warping	DC 13	Varies	Once per session, ultimate ability

Class Features

Arcane Recovery - Once per day after a short rest, recover a portion of spent spell slots by reviewing your notes
Signature Move - Pattern Sight: senses hidden patterns and connections others miss, revealing the underlying causes of complex problems and illuminating unconventional paths to a solution
Ultimate Ability - Reality Warping: bends small truths of reality to fit the solution, functionally transmutation magic when a simpler explanation is needed

Personality

Trait	In a crisis: Calmly solving the puzzle. Known around the office as Intuitive.
Ideal	*"The best process is the one nobody notices, because it's too busy helping people do their best work."* Structure should serve the work, not the other way around.
Bond	Two dogs and an ever-growing collection of houseplants are waiting on the porch, and somehow both get better care than most.
Flaw	Will turn a five-minute task into a weekend DIY project, every single time, and it is always worth it. Allegedly.

Backstory & Equipment

Backstory

A blend of elf and tiefling, horns, pointed ears, striking eyes, no tail, Amanda is the Wilds Architect: she sees the hidden threads connecting people, processes, and systems, and finds elegant, practical ways to make things work better. Nearly a decade of project management taught her the real job was never the software, it was untangling the people and processes around it. She spends her off hours hiking and kayaking around Nashville, with a porch full of houseplants and two dogs who get better care than most project charters.

Equipment

Tinker's Tools
No armor, just nerve
An adventurer's pack
15 gp