BILL MCCAULEY

Half-Elf Wizard, Level 3 | Alignment: Chaotic Good
Background: If it's not literally on fire, it's probably fine

SecureIdeas professionally evil®

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
10	14	30 ft	+0	+2	12	4

STR	DEX	CON	INT	WIS	CHA
+1	+0	+0	+3	+2	-1
Score 13 | Save +1	Score 11 | Save +0	Score 10 | Save +0	Score 17 | Save +5*	Score 15 | Save +4*	Score 8 | Save -1

**Proficient Save*

Skills & Proficiencies

Arcana (INT) *	+5	Perception (WIS)	+2
Investigation (INT) *	+5	Persuasion (CHA)	-1
History (INT) *	+5	Deception (CHA)	-1
Insight (WIS) *	+4	Stealth (DEX)	+0

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
Track Changes	+5	1d8+3	Signature weapon / tool
Beard	At Will	-	Signature move, roleplay / utility
Meteor Swarm	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 - Beard: grown long enough to serve as a de facto seniority badge, and possibly a small Faraday cage
Ultimate Ability - Meteor Swarm
Track Changes - An indestructible staff made from crushed report reviews

Personality

Trait	In a crisis: Sighs, adjusts the beard, and says "Well, that's unfortunate." Generally balances out as optimistically-neutral.
Ideal	*"Discipline is a feature, not a bug."* Twenty years across the military, hospitals, and power grids taught me the boring compliance work is what actually keeps the lights on.
Bond	The instincts from over two decades across various server rooms and industries don't retire just because the job changed.
Flaw	Genuinely believes the beard grants +2 to Wisdom saves. Possibly even +5.

Backstory & Equipment

Backstory

Long before crushing performance reviews into an indestructible staff, Bill spent two decades keeping the lights on, literally, across military bases, hospitals, and power grids. If something is on fire (his words, not ours), Bill has probably already seen the compliance paperwork for it.

Equipment

Track Changes
No armor, just nerve
An adventurer's pack
15 gp