DAVID YOUNG

Half-Elf Wizard, Level 3 | Alignment: Lawful Good
Background: Network Wizard

SecureIdeas professionally evil®

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
10	11	30 ft	+0	+2	12	4

STR	DEX	CON	INT	WIS	CHA
+0	+0	-1	+3	+2	+1
Score 11 | Save +0	Score 10 | Save +0	Score 8 | Save -1	Score 17 | Save +5*	Score 15 | Save +4*	Score 13 | 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
Twenty-Seven Years	+5	1d8+3	Signature weapon / tool
Outside the Wire	At Will	-	Signature move, roleplay / utility
Energy Drain	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 - Outside the Wire: solves the problem from an angle nobody else in the room considered
Ultimate Ability - Energy Drain
Twenty-Seven Years - A staff worn smooth from three decades of use, older than most of the networks he's defending

Personality

Trait	In a crisis: Calmly solving the puzzle. Known around the office as Intelligent.
Ideal	The mission doesn't end because the uniform changed. Whether it was Desert Storm or a ransomware incident, you finish what you start.
Bond	Once a soldier, always a soldier. The chain of command changed; the sense of duty didn't. Whoop whoop!
Flaw	Will find a way to bring up Insane Clown Posse in literally any conversation, unprompted, uninvited, undeterred.

Backstory & Equipment

Backstory

Before 27 years in IT and 16 specializing in cybersecurity across healthcare, government, financial, and utility sectors, David served in the US Army during Desert Shield and Desert Storm. The wizard's staff is newer than the discipline behind it.

Equipment

Twenty-Seven Years
No armor, just nerve
An adventurer's pack
15 gp