JEFF MAN

Centaur Wizard, Level 3 | Alignment: Lawful Neutral
Background: Logician

SecureIdeas professionally evil®

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
11	11	30 ft	+1	+2	10	1

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

**Proficient Save*

Skills & Proficiencies

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

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
Jeff Man's Mind	+5	1d8+3	Signature weapon / tool
Jedi Mind Tricks	At Will	-	Signature move, roleplay / utility
Flying	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 - Jedi Mind Tricks: walks someone through their own reasoning so calmly they think they talked themselves into it
Ultimate Ability - Flying
Jeff Man's Mind - Never misses the one logical flaw in the room, automatically spots the weak point in any plan, argument, or system before anyone else does

Personality

Trait	In a crisis: Calmly solving the puzzle. Known around the office as Passionate.
Ideal	*"The first rule is that there are no rules yet. Someone has to invent them."* I built the first red team because nobody told me I couldn't.
Bond	Bound to teaching it forward. Every talk, every mentee, every DEI initiative is payment on a very old debt to the people who first showed him the trade.
Flaw	Will turn any dinner conversation into a 45-minute lecture on PCI, and gets genuinely offended if you call it "just checking boxes," there's a whole philosophy in there and he will explain it to you.

Backstory & Equipment

Backstory

Long before centaurs kept logic and legend in the same body, Jeff spent decades inventing tools nobody had asked for yet, a cipher wheel here, an entire red team discipline there, then spent the rest of his career teaching everyone else how to do it too.

Equipment

Jeff Man's Mind (in his skull)
No armor, just nerve
An adventurer's pack
15 gp