KELLY CORNELL

Elf Rogue, Level 3 | Alignment: Chaotic Good
Background: Keeps her actual role delightfully mysterious

SecureIdeas professionally evil®

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
14	15	30 ft	+3	+2	12	2

STR	DEX	CON	INT	WIS	CHA
+0	+3	-1	+2	+0	+2
Score 10 | Save +0	Score 16 | Save +5*	Score 8 | Save -1	Score 14 | Save +4*	Score 11 | Save +0	Score 15 | Save +2

**Proficient Save*

Skills & Proficiencies

Stealth (DEX) *	+5	Insight (WIS)	+0
Sleight of Hand (DEX) *	+5	Persuasion (CHA)	+2
Perception (WIS) *	+2	Investigation (INT)	+2
Deception (CHA) *	+4	Athletics (STR)	+0

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
The Karma Wand	+5	1d8+3	Signature weapon / tool
Positive Attitude	At Will	-	Signature move, roleplay / utility
Dishing out instant Karma	DC 13	Varies	Once per session, ultimate ability

Class Features

Cunning Action - Dash, Disengage, or Hide as a bonus action every round
Signature Move - Positive Attitude
Ultimate Ability - Dishing out instant Karma
The Karma Wand - Stays quiet right up until it doesn't

Personality

Trait	In a crisis: Calmly solving the puzzle. Known around the office as Chill.
Ideal	*"Every job comes down to paying attention to the details other people miss,"* whether that's an eye exam, a dinner order, or a vulnerability scan.
Bond	Whatever chaos the mission brings, there's laundry waiting at home, and folding it is the only peace she gets some days.
Flaw	Will pause an active engagement to finish a jigsaw puzzle if one happens to be within reach.

Backstory & Equipment

Backstory

Before trading eye exams and restaurant tables for cybersecurity, Kelly spent years reading rooms instantly, first in optometric clinical trials, then waiting tables. A bootcamp and a Security+ cert later, that same quiet observance became a rogue's best tool: staying two steps ahead while looking completely unbothered.

Equipment

The Karma Wand
Light Armor
An adventurer's pack
15 gp