MIC WHITEHORN

Wood Elf Wizard, Level 3 | Alignment: True Neutral
Background: Web technologies (apps, APIs)

SecureIdeas professionally evil®

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
10	14	30 ft	+0	+2	12	5

STR	DEX	CON	INT	WIS	CHA
+2 Score 15 | Save +2	+0 Score 11 | Save +0	+0 Score 10 | Save +0	+3 Score 16 | Save +5*	+2 Score 14 | Save +4*	-1 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
Nerds Clusters	+5	1d8+3	Signature weapon / tool
The Long Way Around	At Will	-	Signature move, roleplay / utility
Multiple Man	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 - The Long Way Around: says less than everyone else in the room, then goes and runs off for 20 miles
Ultimate Ability - Multiple Man: the more there is to do, the more of him there are, and every single one still shows up mildly annoyed about it

Personality

Trait	In a crisis: Calmly solving the puzzle. Known around the office as Anxious, Stubborn, Surly.
Ideal	*"Good code and good security aren't opposites, they're the same discipline wearing different hats."*
Bond	Some people meditate. Mic runs absurd distances instead, alone, and that's usually where the best ideas show up.
Flaw	Will win the technical argument and lose the room. Every single time.

Backstory & Equipment

Backstory

Over a decade of straddling development and security taught Mic that most "security problems" are communication problems wearing a hoodie. He's translated that into training sessions, partnerships with dev teams, and an unreasonable number of miles logged on foot, which he insists is fine. Also he's Canadian.

Equipment

A pack of Nerd Clusters
No armor, just nerve
An adventurer's pack
15 gp