VEX OVERFLOW

Secure Ideas
professionally evil®

Fey-touched Sorcerer, Level 3 | Alignment: Chaotic Evil
Background: A former Principal Security Consultant who found every loophole in every system, magical or otherwise, and now just wants to know what happens if you pull the thread

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
12	20	30 ft	+2	+2	9	5

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	+2	-1	+1
Score 11 | Save +0	Score 14 | Save +2	Score 14 | Save +4*	Score 15 | Save +2	Score 8 | Save -1	Score 12 | Save +3*

**Proficient Save*

Skills & Proficiencies

Arcana (INT) *	+4	Perception (WIS)	-1
Persuasion (CHA) *	+3	Insight (WIS)	-1
Deception (CHA) *	+3	Investigation (INT)	+2
Intimidation (CHA) *	+3	Stealth (DEX)	+2

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
The Duck and the Grimoire	+4	1d8+2	Signature weapon / tool
Silver-Tongued Exploit	At Will	-	Signature move, roleplay / utility
Evil Twin	DC 12	Varies	Once per session, ultimate ability

Class Features

Metamagic - Bend the rules of a spell as you cast it: make it quieter, faster, or reach farther than it should
Signature Move - Silver-Tongued Exploit: talks any system, magical, mechanical, or digital, into breaking its own rules, purely to see what happens
Ultimate Ability - Evil Twin: conjures a corrupted duplicate of any person, spell, device, or rule; everyone treats the fake as real, and it works in Vex's favor
The Duck and the Grimoire - A malformed grimoire that holds the incantations and exploits, plus a USB rubber ducky wand as the casting focus

Personality

Trait	In a crisis: Sporadic, chaotic trickster disruption: not solving the problem, just making it stranger.
Ideal	Every system, magical or otherwise, has a loophole. Finding it is the whole point.
Bond	Bound to no one system, no one rule, and no one guild, out of pure curiosity.
Flaw	Says exactly the wrong thing at exactly the wrong time.

Backstory & Equipment

Backstory

Vex was a generalist once, a Principal Security Consultant who could break into anything given enough time. Somewhere along the way the line between magic and mechanism stopped mattering, and the loopholes stopped being a job and started being a compulsion. This is Bill's dark mirror: same instincts, same toolkit, no oath keeping them pointed at good. Vex is not cruel. Vex is curious, and does not much care what breaks to satisfy it.

Equipment

The Duck and the Grimoire
No armor, just nerve
An adventurer's pack
15 gp