WARLEY ECHEVERRY

Dragonborn Cleric, Level 3 | Alignment: Chaotic Good
Background: Infrastructure and helping, definitely not reports

Secure Ideas
professionally evil®

ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
14	18	30 ft	-1	+2	13	5

STR	DEX	CON	INT	WIS	CHA
+0	-1	+0	+1	+3	+2
Score 10 | Save +0	Score 8 | Save -1	Score 11 | Save +0	Score 13 | Save +1	Score 17 | Save +5*	Score 15 | Save +4*

**Proficient Save*

Skills & Proficiencies

Religion (INT) *	+3	Perception (WIS)	+3
Medicine (WIS) *	+5	Investigation (INT)	+1
Insight (WIS) *	+5	Deception (CHA)	+2
Persuasion (CHA) *	+4	Stealth (DEX)	-1

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
The Collection	+4	1d8+2	Signature weapon / tool
Probably Linux	At Will	-	Signature move, roleplay / utility
sudo	DC 12	Varies	Once per session, ultimate ability

Class Features

Channel Divinity - Once per short rest, call on your patron for a surge of protective or healing power
Signature Move - Probably Linux: has an answer for almost everything infrastructure-related
Ultimate Ability - sudo: once per session, grants himself root on the problem, everyone else's objections included
The Collection - A cigar and a shelf of curios, each one with a story nobody's fully heard yet

Personality

Trait	In a crisis: Charging in! Known around the office as Chill.
Ideal	Sometimes the fastest way through a wall is just through it. You go back and document the hole later, if there's time
Bond	His characters rarely survive the session. His infrastructure always does. Make of that what you will.
Flaw	Believes sudo fixes emotional problems too. Hasn't been proven wrong yet. Hasn't really been tested either.

Backstory & Equipment

Backstory

Over a decade building the unglamorous backbone of other people's security, intrusion detection, authentication, firewalls, VPNs, taught Warley the value of getting it right the first time. None of that shows up when he charges into a fight anyway.

Equipment

A Cigar
A collection of curios
Medium Armor
An adventurer's pack
15 gp