Novice Developer
Medium, Humanoid, Human, Neutral Good

THIS NOVICE DEVELOPER IS A HUMBLE BUT DETERMINED HUMAN, ALWAYS EAGER TO LEARN AND IMPROVE. WITH AN AFFINITY FOR PROBLEM-SOLVING AND A DEEP LOVE FOR BOTH DUNGEONS AND DRAGONS AND GENERATIVE AI, THEY POSSESS A UNIQUE BLEND OF CREATIVITY AND PERSISTENCE THAT DRIVES THEM FORWARD DESPITE THE CHALLENGES THEY FACE.

Armor Class : 14
Hit Points: 60 Hit Dice : 8d8+16
Speed: walk : 30

STR	DEX	CON	INT	WIS	CHA
10	12	14	16	10	13

Saving Throws : str : 2, dex : 3, wis : 2
Skills : perception : 3
Resistances :
Senses : darkvision : 30
Languages : Common, Elvish
Challenge Rating : 5 (1800)

ACTIONS

Debugging Strike : 'The Novice Developer makes a focused strike to fix an error, dealing 1d8+2 bludgeoning damage. On a hit, the target must make a DC 13 Intelligence saving throw or it becomes confused, seeing illusory lines of code around it for 1d4 rounds.

Patch Note : 'The Novice Developer creates a short burst of inspiration, providing an ally within 30 feet a +1d4 bonus to their next attack or saving throw. This effect lasts until the end of the Novice Developer's next turn.

LEGENDARY ACTIONS

The Novice Developer can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Novice Developer regains spent legendary actions at the start of his turn.

Glutton for Failure : ' With tenacity, the Novice Developer reattempts a failed action, rerolling any one failed attack roll, saving throw, or ability check. If the second result is a failure, the Developer gains advantage on their next roll due to the invaluable lesson learned., '

Resilience to Frustration : ' The Novice Developer channels their frustration into a burst of resilience, gaining 1d10 temporary hit points and advantage on saving throws against being frightened or charmed for the next minute.'