Zach DiNucci

Medium Human Programmer, Lawful Neutral

Armor Class 13 (Jeans & Sweater)
Hit Points 18(3d8 + 3)
Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	14 (+2)	14 (+2)	13 (+1)

Condition Immunities Exhaustion,
Skills Animal Handling +4, Arcana +4, History +6, Investigation +6, Perception +6, Performance +3
Damage Immunities Psychic
Senses passive Perception 14
Languages Common, English, Italian(Learning)
Programming Languages C#, MSSQL, HTML, CSS, ActionScript 3, XAML, JavaScript, jQuery, C++ (Learning)
Tool Proficiencies Blender, Unreal Engine, Unity, Maya, Adobe Creative Cloud, VS Code/ Visual Studio, GitHub, SourceTree
Challenge 3

Artist. This Creature is proficient with Artists tools such as instruments, Video/Photo Editing, and Unity/Unreal Engine.

Historian. This Creature gains expertise in the History Skill. Their Proficiency Bonus is doubled for this ability

Programmer. This Creature gains expertise in the Investigation and Perception skills. When checking for bugs in code they gain advantage for rolls using those skills.

Actions

Debugging. This creature can spend a short rest testing their code after which they can make a Wisdom or Intelligence skill check with advantage to see why it's not producing the desired result.

Googler. This creature can roll a Wisdom or Intelligence skill check whenever they run into a problem which they or their party members cannot solve and must research.

Intellisense. This creature's tools provide a sixth sense when it comes to programming and lowers the DC of skill checks by 2 when programming.

Pack Tactics. This creature gains advantage on rolls made for programming and research while working with others.

Program. This creature gains advantage on rolls made for programming and research while working with others.

Adventurer for hire!

Hello!
I am Zach, a fellow adventurer looking for work. I want to participate in building features that will build up a village. I am constantly on the lookout for evil bugs that want to thwart development plans.

Looking for
An adventuring team that will push me and provide an environment I can learn skills which will allow me to continue leveling up my abilities. I am looking for a team that is excited to collaborate with me so we can build interactive and immersive games together.

Tool of Choice
Unity using C# was the first tool I learned back at Boise State University. Though since then I have sought out knowledge to use Unreal Engine and the languages and systems that come with the tool.

History
Being a programmer has always been my goal though I took a side quest that provided me the ability to multiclass. While at University I added skill points in history that will provide my team with different views during the design stage and help aid in finding solutions to problems.

Relocation
Is not a concern of mine. Though my fellow adventures will miss the presence of a skilled developer I look forward to exploring more of the world.