



Name:	Tomo Romas	
Age: 35	Race: Brass Dragon Born	Size: Medium (6'10")
Blood Ty: O		Alignment: True Neutral He/Him
Tomo grew up in a port town, several of the people who would come and go would tell him tales of treasure and wonder. He knew that was the life he wanted. As a treasure hunter, Tomo has worked hard and dived into several dungeons to sell of wondrous items. One treasure however was too good to pass up. Brass, a "blade" forged from the Raven Queen's tears, was discovered on Tomo's first dungeon dive and forged a pact with him for one purpose. Destroy all Undead. Tomo doesn't really care for that part of the deal, but hey magic powers!		

Character Building Blocks

Race: Dragonborn (Player Handbook) Subrace : Brass

Ability Score Increase: Your Str score by 2 and Char score increases by 1.

Size: Medium.

Speed: Your base walking speed is 30 feet.

Draconic Ancestry/resistance : Resist fire damage (Brass).

Breath Weapon. 5 by 30ft line of fire (Dex save for half. Dc = 8+Con+Prof.) lv1: 2d6 increase 1d6 at lv 6, 11, and 16. Rest to recharge.

Languages: You can speak, read, and write Common and Draconic.

Class: Hexblade Warlock (Xanathar's Guide to everything)

Starting Skill Proficiencies: Intimidation, Arcana

Pact of the Blade

Eldritch Invocation:

Improved Pact weapon,

Eldritch Smite,

Eldritch sight for treasure hunting or Armor of Shadows for AC.

Abilities:

Focus Char and then Con or Dex.

Tomo is a front line melee fighter. Brass's flavor text is that it's an amorphous weapon that consumes weapons to take on their shape. This includes ranged weapons. Search for weapons for Brass to copy and have an armory absorbed into your body. Focus on hitting hard. Pick up a shield while you're at it. Melee is your bread and butter.

Example stats:

Str/ 12(+2) Dex/14 Con/16 Int/10 Wis/12 Char/16 (+1)

Background: **Treasure Hunter** (Homebrew)

Proficiencies: Acrobatics and Investigation

Tool Proficiencies: Thieves Tools

Equipment: A lock pick, 20ft of rope, a water skin, a map of the known world/area, a pouch holding 10GP.

Feat: **Dungeon Expert**

At the entrance of any dungeon you enter, you can roll an Investigation check to determine an estimate of how dangerous the dungeon is and how much loot you could possibly find here. The DM will give an estimate of how much gold is around and if there are possible magic items for the taking.

Equipment

Grab a Dungeoneer's Pack and a shield for the extra ac. Brass acts as both your Arcane Focus and primary weapon (Consult Player's Handbook for more info)

Recommended Spells

Focus on spells that can be used to keep you alive or pick something that scales with spell lv. You have to use them at highest level anyway.

Cantrips	First Lv	Second Lv
Mage Hand	Shield	Blur
Eldritch Blast	Hellish Rebuke	Mind Spike
Magic Stone		

Elemental Weapon Thunder Step

Consult Player's handbook and Xanathar's Guild for spell information

Level Guild up to 5 Most of these abilities can be found on Wikipedia But please considering buying the books/pdfs for legal reasons.

Lv1:

Otherworldly Patron (HexBlade),

Pact Magic

Lv2:

Eldritch Invocations (Eldritch Sight/Armor of Shadow, Improved Pact Weapon)

Lv3:

Pact Boon: Pact of the Blade

Lv4:

Ability score Improvement: Plus 2 to Char.

Lv5:

3rd Invocation (Eldritch Smite)

@GrayBeast