



Name:	Diego Cupiditas	
Age: 36	Race: Imp	Size: Small (3'0")
Blood Ty: AB		Alignment: Neutral Evil He/Him
<p>Diego was an info broker who served the Thieves Guild for many years. He understood that there's only one thing in the world that gets shit done and it's gold. Gold that feeds your family, keeps you safe, and out of the cold. To accept anything less, even silver, would leave him bitter and unresponsive.</p> <p>Diego became a transmutation wizard for the sake of learning how to make lead into gold, and has put all of his studies into make or gathering as much of the material as possible.</p>		

Character Building Blocks

Race: Imp (Homebrew)

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

Size: Imps are known for their size, but only by their height. Your size is small with a tail length to make your total length of a medium size.

Speed: Your base walking speed is 20 feet.

Flight : flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Fiendish Resistance. You are resistant to fire or poison damage. (Pick one)

Imp's Bane. You take double damage from weapons that are silvered.

Fiendish Tongue. You have proficiency in the Deception skill.

Languages: You can speak, read, and write Common and Infernal/Abysal.

Class: Transmutation Wizard (D&D Player's Handbook)

Starting Skill Proficiencies: Arcana, History

Abilities:

Focus Int and then Dex.

Diego took pride in learning general information, but due to his poor upbringing had to rely on running away to avoid trouble rather than relying on his natural glib tongue. He's smart enough to run first.

Example stats:

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

Background: **Info Broker**

Proficiencies: Investigation and Persuasion

Tool Proficiencies: Forgery Kit, One game set of your choosing

Equipment: Parchment and ink to copy or record contracts or documents. A weighted scale, A belt pouch containing 20GP

Feat: **Ties to the Underground**

While within a city, you have ways of contacting any Thieves Guild and can conduct business freely with them. This includes selling information, illegal items, and hiring/working heists.

Equipment

Focus on getting a Component Pouch and a Scholar's Pack (Consult Player's Handbook for more info)

Recommended Spells

Any Transmutation spell or Any spell that involves Earth (digging for gold)

Cantrips	First Lv	Second Lv
Mage Hand	Identify	Rope Trick
Fire Bolt	Expeditious retreat	Earth Bind
Mold Earth	Catapult	Maximilian's Earthen Grasp
	Grease	

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:

Ritual Casting

Arcane Recovery

Lv2:

Transmutation Savant

Minor Alchemy

Lv3:

--- (focus on finding spells for your book)

Lv4:

Ability score Improvement: Plus 2 to Int.

Lv5:

-----(focus on finding spells for your book)

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