



Name:	Ifrit Coal	
Age: 25	Race: Imp	Size: Small (3'8")
Blood Ty: AB		Alignment: Lawfully good He/Him
<p>Ifrit was taught to be polite, astute, and respectful while he was raised by his mother. His father was a soldier who protected the capital. He wanted to be just like him when he grew up. But as he was working as a scout he discovered something he shouldn't.</p> <p>A noble has committed a crime against the kingdom, but by the time Ifrit came to report it he discovered that he was being blamed for it. If it wasn't for his superior officer giving him time to escape he'd be sent to the gallows. He now travels as a mercenary.</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.

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/Abyssal.

Class:

Rogue: Scout Archetype (Xanathar's guide)

Starting Skill Proficiencies: Acrobatics, Deception, Sleight of Hand, Stealth

Expertise Lv1: Acrobatics, Stealth

Expertise Lv6: Sleight of Hand

Abilities:

Focus Dex and then Int/Wis.

Ifrit is a high mobile combat rogue. With his wings he can get to high places easily to stay out of range to Bonus action Hide and then snipe with his Bow. If you chose to go melee, make sure to remember to save your reaction for Skirmisher ability to stay away from pain. You can fly in plenty of directions.

But where Ifrit shines is the most is his proficiencies. With 9/18 proficiencies, Ifrit can cover just about any job due to his extensive merit badge collection. By Lv 6, he has 5 skills with Expertise (Rogue ability + Survivalist) But he is a goody-two-shoe and there for doesn't like to use Thieves' Tools or steal in general. Scout's honor and all that

Example stats:

Str/ 10 Dex/16(+2) Con/12 Int/11 Wis/13 Char/12 (+2)

Background: **Soldier** (Player's hand book)

Proficiencies: Athletics and Intimidation

Tool Proficiencies: One game set of your choosing, Land Vehicles

Equipment: Scout insignia of his countries Capital, a dagger, a set of dice, common clothes, and 10GP

Feat: **Military Rank**

Ifrit was a model scout and had a reputation of being the golden boy among them. While not high in rank, his loyalty to his comrades and country was clear. None of his comrades in the military believed that he committed any crime. Their loyalty to him is as strong as his to them; they will listen to him if Ifrit calls upon them for supplies or horses for temporary use.

Equipment

Get yourself a Bow and some arrows for ranged sneak attacks. Take Explorer's Pack (Consult Player's Handbook for more info)

Recommended Spells

You have no magic.

Level Guild up to 6 Most of these abilities can be found on Wikipedia But please considering buying the books/pdfs for legal reasons.

Lv1:

Expertise, Sneak attack, Thieves' Cant

Lv2:

Cunning Action

Lv3:

Scout Archetype (Obviously)

Skirmisher – move when enemies get close

Survivalist – Expertise in Nature and Survival.

Lv4:

Ability score Improvement: Plus 2 to Dex. (Dex is OP. Let's be real)

Or

Take Observant Feat (Do a good job at finding what's up ahead)

Lv5:

Uncanny Dodge

Lv6:

Expertise: Slight of hand or Thieves' Tools (If you really need it)

@GrayBeast