

PLAYABLE IMP RACE

Imps were vicious, manipulative fiends that compromised the least powerful ranks of the infernal legions. They were considered minor devils serving as tempters and lackeys to mortals whom devils want groomed to the side of evil. Imps delighted in the opportunity to leave the Nine Hells and tempt mortals to evil.

APPEARANCE

Although they could alter their form into that of any tiny animal, an imp normally appeared as a tiny, red-skinned humanoid with a pair of black wings and a long tail ending in a poisonous stinger, containing a deadly poison. They stood about 2 feet tall and weighed only 8 lbs.

Note *For sake of player race balance, this version of Imps are reduced in abilities/resistances, as well as a few other changes.*

IMP TRAITS

ABILITY SCORE INCREASE

Your Dexterity score increases by 2 and your Charisma score increases by 1.

AGE

Though not entirely known, it is assumed Imps mature in their early years anywhere from 5-10, and have no defined lifespan due to being effectively immortal.

Note *that this is due to fiend's nature of only being able to die on their home plane. For obvious balance reasons consult your DM on this matter*

SIZE

Imps are quite small standing anywhere from 2 to 2 1/2 feet tall, and weigh 8-15 pounds. Your size is Small.

SPEED

You base walking speed is 25 feet.

DEVIL'S SIGHT

You have darkvision out to 60 feet, and can see through magical darkness out to 30 feet.

HELLISH RESISTANCE

You have resistance to fire damage.

Note *Typically Imps have fire and poison immunity along with a slew of resistances, but this has been trimmed down to be more in line as a player race.*

SHAPECHANGER

Imps can use their action to Polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a Spider (20 ft., climb 20 ft.), or back into its true form. Its Statistics are the same in each form, except for the speed changes noted. Any Equipment you are wearing changes with you, but anything you are carrying is not. You revert back to your true form if you die.

FIEND

You are considered a Fiend for all spells and abilities that affect Fiends.

LANGUAGES

You can speak, read, and write Common and Infernal.

RACIAL FEATS

BARBED TAIL

You gain resistance to Poison damage, and gain access to a Sting attack. You are proficient with this attack, and it counts as a finesse weapon. It has a 5 foot reach. On hit it deals 1d4 piercing damage. The target must make a con save dc (8 + proficiency + Constitution) taking an additional 3d6 poison damage on a failed save, or half as much damage on a successful one.

Once you use this attack you cannot do so until you finish a short or long rest.

DEMON WINGS

You grow a pair of demonic wings and gain a flight speed of 60 feet. You cannot fly while wearing heavy armor. And medium and light armor must be made to accomodate your wings.

MAGIC RESISTANCE

Use at DM's discretion

As an Imp you have advantage on saving throws against spells and other magical effects.

