

Tiefling

Of all the plane-touched, none precipitate as much fascination - or as much fear - as tieflings. Whereas aasimar are obviously touched by a celestial spark, and genasi have the potency of the elements running through their veins, tieflings are enshrouded with the mysteries of an unnamed heritage.



Obviously human and "something-else" crossbreeds, the "something else" in the tieflings' case is usually assumed to be lower-planar. That stigma follows all tieflings through their lives. Loners by nature, they make their own paths out of necessity; no tiefling culture exists to aid the outcasts, since no two tieflings are alike. As distinctive from humans as they are from each other, tieflings tend to be wary and distrustful due to the reactions they come to expect from others. Tieflings take care of themselves, for they learn early that no one will take care of them.

But rather than withdraw into individual hermitages, tieflings challenge the multiverse with everything in their independent spirits. Determined to create their own fates, they dare things others might not even dream of and defy anything that stands in their way. They may be of any alignment but lawful good.

Ability Adjustments

Tieflings gain a +1 bonus to Intelligence and Charisma and suffer a -1 penalty to Strength and Wisdom.

Darkvision 60'

They have Darkvision with a 60-foot range.

Level Equivalency

Tiefling characters, due to their racial abilities, add 1 to their character level when determining the experience needed to progress in level.

As such, a 1st level tiefling magic-user would effectively be 2nd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities, Attack Bonus, or Proficiency Bonus.

Permitted Classes

Tieflings may become assassins, bards, clerics, fighters, rangers, magic-users, and thieves.

Physical Traits

Tieflings reach maturity at age 25 and can live for up to 140 years. Their starting age depends upon their chosen character class. For multiclassed characters use the column that generates the highest starting age.

Cleric	Fighter	Magic-User	Monk	Thief
20+1d4	18+1d6	24+2d6	-	20+1d4

Tieflings use the following Age Categories table:

Young	Mature	Middle-Aged	Old	Venerable
16-24	25-49	50-66	67-99	100-140

See the Player's Handbook, page 36, for the effects of age on a character's ability scores.

Tieflings tend to be shorter and lighter than humans.

Base Height	Modifier	Base Weight	Modifier
4'9" or 4'6"	+2d8"	120 lb. or 90 lb.	+8d8 lb.

Proficiencies

Tieflings begin play proficient in the following skill: Language (Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa.

Resistances

Tiefling characters who do not wish to roll for random abilities (see Tiefling Options below) have Damage Resistance to cold attacks and get a +2 bonus to Saving Throws against fire, lightning, and poison attacks.

Size and Movement Rate

Tieflings are Medium-sized creatures. Their base Movement Rate is 60' per round.

Spell-Like Abilities

Tiefling characters who do not wish to roll for random abilities (see Tiefling Options below) may cast Darkness, 15' Radius once per day, as a 5th level magic-user, regardless of class or level.

Tiefling Options

Because of their varied backgrounds, it's possible, and even likely, that not all tieflings possess the same innate powers and appearances (although they all 60' Darkvision). Because of this, the tables below add variety to tieflings, and should be used at the time of character creation.

Roll on the "Tiefling Abilities" table five times. To randomly generate special physical characteristics, roll on the "Tiefling Appearance" table 1d4 times for each newly created tiefling player character.

Random Tiefling Abilities (roll 5 times)

All spells are cast as a 5th level magic-user, regardless of class or level.

D% Roll	Ability
01-03	Blur once per day
04-06	Charm Person once per day
07-09	Chill Touch once per day
10-12	Comprehend Languages once per day
13-15	Darkness, 15' Radius once per day
16-18	Detect Good/Evil twice per day
19-21	Detect Magic three times per day
22-24	ESP once per day
25-27	Invisibility twice per week
28-30	Know Alignment once per day
31-33	Mirror Image once per day
34-36	Misdirection once per day
37-39	Pyrotechnics three times per week
40-42	Suggestion once per week
43-45	Summon Swarm once per week
46-48	Vampiric Touch once per week
49-51	Whispering Wind once per day
52-55	Damage Resistance: Fire
56-59	Damage Resistance: Cold
60-63	Damage Resistance: Lightning

64-67	Damage Resistance: Acid
68-75	Darkvision 120'
76-79	+2 to Saving Throws versus Fire
80-83	+2 to Saving Throws versus Lightning
84-87	+2 to Saving Throws versus Poison
88-91	+2 to Saving Throws versus Cold
92-95	+2 to Saving Throws versus Acid
96-98	+2 to Saving Throws versus Spells
99	Roll twice, rerolling results above 95
00	Roll three times, rerolling results above 95

Tiefling Appearance (roll 1d4 times)

D% Roll	Feature
01-04	Small horns on forehead
05-06	Small horns on temples
07	Single horn on forehead
08-09	Long, thin face
10	Fangs
11	All teeth are pointed
12	Forked tongue
13-14	Pointed ears
15	Fan-like ears
16	Extremely long nose
17	Very small (almost unnoticeable) nose
18	Extremely long eyelashes
19-21	Red eyes
22-23	Black eyes (no whites)
24	Feline eyes
25-26	Extremely deep-set eyes
27-28	Green hair
29-30	Blue hair
31	Multicolored hair
32-33	Six fingers (including thumb)
34-35	Three fingers (including thumb)
36-37	Black fingernails
38-39	Red fingernails
40-41	Fingers one inch longer than normal
42	Arms six inches longer than normal
43	Legs six inches longer than normal
44-46	Horse-like legs
47-49	Goat-like legs
50-52	Goat-like hooves
53-55	Long, thin tail
56-57	Horse-like tail
58-59	Lizard-like tail
60-62	Spiny ridge on back
63-65	Spiny ridges all over body
66-68	Hairless body
69-71	Body covered in short fur or long hair
72-73	Body covered in striped markings
74-75	Extremely greasy skin
76-80	Scaly skin
81-83	Leathery skin
84	Small feathers rather than hair on 10-100% of body
85	Green-tinted skin
86	Blue-tinted skin
87	Red-tinted skin
88-89	Special side effect (roll on table below)
90-94	Roll twice, rerolling rolls above 89
95-00	Roll three times, rerolling rolls above 89

Tiefling Side Effects

D% Roll	Feature
01-10	Ashy odor surrounds body
11-15	Sulfurous odor surrounds body
16-20	Rotting odor surrounds body
21-25	Skin exudes ashy grit
26-30	Body casts no shadow
31-33	Body has no reflection in mirror
34-40	Susceptible to spells such as Protection from Evil
41-45	Tanar'ri react toward tiefling as though baatezu
46-50	Baatezu react toward tiefling as though tanar'ri
51-60	Presence causes unease in animals
61-65	Presence causes unease in NPCs (Antipathy)
66-70	Prolonged touch withers normal plants
71-75	Fingers treated as claws (1d4 damage)

76-80	Touch inflicts 1 point of heat damage
81-85	Touch inflicts 1 point of cold damage
86-90	Odd skin composition results in Natural AC Bonus: +4
91	Cannot reproduce
92	Holy water inflicts 1d6 damage
93	Exposure to direct sunlight inflicts 1 point of damage per round
94	Cannot enter "holy" areas
95	Harmed only by magical or silver weapons
96-00	Intuitively speaks the language if Abyssal and Infernal

Roleplaying a Tiefling

You don't know who your ancestors were, and you don't care. So what if somewhere in your family's distant past one of them was a fiend or other such being? So what if you don't look entirely human? You can do what you want - you're not limited by those who came before you. A body shouldn't be defined by her family, but by her deeds. That's your take, anyway.

It's obvious that everyone respects great wealth, great power, and great authority. Influence runs the planes. Those in control rule the cities, the societies - everything. The key to the multiverse is to either be a power (and that's not possible for you) or to gain power, whether by wealth or hidden secrets or magic. The multiverse is full of opportunity, and no one's better suited to grab the brass ring than you, a literal child of the planes.

