

Tiefling (Reworked)

To be greeted with stares and whispers, to suffer violence and insult on the street, to see mistrust and fear in every eye: this is the lot of the tiefling. And to twist the knife, tieflings know that this is because a pact struck generations ago infused the essence of Asmodeus, overlord of the Nine Hells (and many of the other powerful devils serving under him) into their bloodline. Their appearance and their nature are not their fault but the result of an ancient sin, for which they and their children and their children's children will always be held accountable.

Many Tiefling express unique appearances atypical to other Tieflings. As well as an appearance typical of a Tiefling, you may also display any number of unusual quirks from among: small horns; fangs or sharp teeth; a forked tongue; catlike eyes; six fingers on each hand; goat-like legs; cloven hoofs; a forked tail; leathery or scaly skin; an atypical skin color; cast no shadow or reflection; exude a smell of brimstone.

- **Ability Score Increase.** Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1. If you are replacing your race with this lineage, replace any Ability Score Increase you previously had with this.
- **Languages.** You can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. If you are replacing your race with this lineage, you retain any languages you had and gain no new languages.
- **Creature Type.** You are a Humanoid.
- **Size.** You are Medium or Small. You choose the size when you gain this lineage.
- **Speed.** Your walking speed is 30 feet.
- **Ancestral Legacy.** If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.
 - If you don't keep any of those elements, you gain proficiency in two skills of your choice.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness as shades of gray.
- **Hellish Resistance.** You have resistance to fire damage.
- **Infernal Legacy.** The magic within your blood has manifested itself in the form of some spells you can cast innately. You learn spells based off of your bloodline when you reach certain levels, as shown in the Bloodline spells table below (choose which bloodline when you select this race). You may cast a spell of 1st level or higher which you gain from this trait without expending a spell slot or material components. Once you do so, you can't cast a spell of 1st level or higher with this trait again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.
 - Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race)
 - Once you reach 5th level, casting the first level spell you gained from this trait by using this trait results in it being cast as a second level spell.

Bloodline spells									
Level	Asmodeus	Baalzebub	Dispater	Fierna	Galsya	Levistus	Mammon	Mephistopheles	Zariel
1st	Thaumaturgy	Thaumaturgy	Thaumaturgy	Friends	Minor Illusion	Minor Illusion	Mage Hand	Mage Hand	Thaumaturgy
3rd	Hellish Rebuke	Ray of Sickness	Disguise Self	Charm Person	Disguise	Disguise self	Tenser's Floating Disk	Burning Hands	Searing Smite
5th	Darkness	Crown of Madness	Detect Thoughts	Suggestion	Invisibility	Invisibility	Arcane Lock	Flame Blade	Branding Smite

Variant Tiefling: Winged

Not all Tieflings hail from a hellish bloodline connected to any as significant as the ones listed above, and some who do may not express the typical features of a Tiefling from their bloodline. Among these Tieflings, some will express a more striking biological change instead of any innate magical capabilities.

- **Winged.** You have wings. You have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor. This trait replaces the Infernal Legacy trait.

Variant Tiefling: Alternative spellcasting

Not all Tieflings hail from a hellish bloodline connected to any as significant as the ones listed above, and some who do may not express the typical features of a Tiefling from their bloodline. Some of these Tieflings will gain slightly different innate magic instead.

- **Alternate Legacy.** The following columns are added to the Bloodline spells table for you.

Bloodline Spells		
Level	Devil's Tongue	Hellfire
1st	Vicious Mockery	Fire Bolt
3rd	Charm Person	Burning hands
5th	Enthrall	Aganazzar's Scorchers