

Tiefling

Tieflings have infernal ancestry. They were common byproducts of the demonic armies from the Demon Wars.

Description: Tieflings have an aura that creates unease in others. They have dark hair and dusky skin. Males stand about 5'10", and weigh around 160 lb. Females stand about 5'6" tall, and weigh around 130 lb. All tieflings have a strange feature that sets them apart from humans, and many have multiple ones. These features include small horns, pointed teeth, red eyes, pure black eyes with no whites, a forked tongue, tufted pointed ears, an odor of burning charcoal, a tail, or even goat legs. No two tieflings are the same.

Personality: Tieflings have a tendency towards Evil, though many are Good or Neutral. Their ancestors were on the losing side of the Demon Wars, and this stigma is still attached to them by many people. This causes many tieflings to be insular, avoiding the other races. The number of recognized Good tieflings over the last 100 years has increased, though, and a few have gained high positions in the Church as clerics. There have even been a few tiefling paladins, and much of the prejudice that used to exist has begun to disappear.

Racial Affinities: Tieflings prefer to hang out with other tieflings. They are cautious around the other races, as too many have been hurt by mindless prejudice. Some tieflings are actively trying to bring about a second round to the Demon Wars, and view the other races as fodder to be manipulated. But most are sick of the whole business, and really just want to be considered equals to the other races.

Environment: Tieflings thrive in cities. Some are found in the country, but most avoid it because they don't want superstitious peasants to kill them.

Racial Traits and Abilities

Darkvision: Tieflings can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but is otherwise like normal sight. Tieflings can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A tiefling requires one turn to adjust his eyes when a light source is extinguished before gaining full use of darkvision.

Darkness: Tieflings can cast the spell Darkness once per day, even while wearing armor. This is an innate ability, and does not count against spells per day for spell-casters.

Resistance: Choose one at character creation: Resist Cold, Resist Electricity, or Resist Fire. A tiefling does not take the first five points of damage from any attack that is generated by the selected effect.

Hide (Dexterity): Tieflings are adept at avoiding notice when they need to. A successful check allows a tiefling to hide making him or her almost invisible. If a tiefling decides to move while attempting to remain concealed, he can still hide, but will suffer a penalty to the check. At up to one-half their movement rate, tieflings suffer a -5 penalty to the check. At one-half their normal movement rate up to full speed, they suffer a -10 to the check. It is impossible for a tiefling to move faster than normal speed while hiding. If the tiefling is being observed, even casually, the character cannot hide. If the observers are momentarily distracted, however, the tiefling can attempt to hide. The check has a -10 penalty because the character has to move quickly into hiding.

Languages: Common, Infernal

Size: Medium **Movement:** 30 feet

Typical Classes: Fighter, Rogue, Assassin, and Wizard

Attribute Modifiers: +1 Dexterity, -1 Charisma

Ranger Modifier: Conceal +2

Rogue and Assassin Modifier: Hide +2

Age

<u>Middle</u>	<u>Old</u>	<u>Venerable</u>	<u>Age Limit</u>
100	150	200	+1d100