

Tiefling Tables

Tiefling Abilities

01 – 03	<i>blur</i> once per day
04 – 06	<i>charm</i> person once per day
07 – 09	<i>chill touch</i> once per day
10 – 12	<i>comprehend languages</i> once per day
13 – 15	<i>darkness</i> , 15-ft. radius once per day
16 – 18	<i>detect evil/good</i> twice per day
19 – 21	<i>detect magic</i> three times per day
22 – 24	<i>ESP</i> once per day
25 – 27	<i>invisibility</i> twice per week
28 – 30	<i>know alignment</i> once per day
31 – 33	<i>mirror image</i> once per day
34 – 36	<i>misdirection</i> once per day
37 – 39	<i>pyrotechnics</i> three times per week
40 – 42	<i>suggestion</i> once per week
43 – 45	<i>summon swarm</i> once per week
46 – 48	<i>vampiric touch</i> once per week
49 – 51	<i>whispering wind</i> once per day
52 – 55	half damage from fire
56 – 59	half damage from cold
60 – 63	half damage from electricity
64 – 67	half damage from acid
68 – 75	infravision, 120 ft.
76 – 79	+2 saving throw vs. fire
80 – 83	+2 saving throw vs. electricity
84 – 87	+2 saving throw vs. poison
88 – 91	+2 saving throw vs. cold
92 – 95	+2 saving throw vs. acid
96	+2 saving throw vs. petrification, polymorph and paralysis
97	+2 saving throw vs. rod/staff/wand
98	+2 saving throw vs. spell
99	Roll twice, rerolling results above 95
00	Roll three times, rerolling results above 95

Tiefling Special Side Effects

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 spirit wrack and cacofiend
41 – 45	Tanar'ri react towards tiefling as though baatezu
46 – 50	Baatezu react towards tiefling as though tanar'ri
51 – 60	Presence causes unease in animals
61 – 65	Presence causes unease in NPCs, reactions –4
66 – 70	Prolonged touch withers normal plants
71 – 75	Fingers treated as claws (1d4/1d3 damage)
76 – 80	Touch inflicts 1 point of damage due to high body heat
81 – 85	Touch inflicts 1 point of damage due to cold body temperature
86 – 90	Odd skin composition results in base AC of 1d6+3
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 of one fiendish race

Tiefling Appearance

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	Fanlike 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 once inch longer than normal
42	Arms six inches longer than normal
43	Legs six inches longer than normal
44 – 46	Horselike legs
47 – 49	Goatlike legs
50 – 52	Goatlike hooves
53 – 55	Long, thin tail
56 – 57	Horselike tail
58 – 59	Lizardlike 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 fur
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 (table <i>Side Effects</i>)
90 – 94	Roll twice, rerolling rolls above 89
95 – 00	Roll three times, rerolling rolls above 89