

THE TIEFLING

ADAPTED FROM THE D&D 5E COMPENDIUM BY JOHN A. LARGE

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Tieflings occur as a result of a union between a demonic creature and a mortal, the Tiefling resembles their mortal parent but has characteristics betraying their demonic heritage. All Tieflings have small horns protruding from their forehead.

FOR EXAMPLE: A Tiefling may have crimson skin or non-functioning bat wings.

TIEFLING ABILITIES

WEAPON AND ARMOR RESTRICTIONS

Tieflings are may not wield two-handed weapons and may only wear up to Leather armor. Tieflings may use ranged weapons and shields.

DARKVISION

Tieflings can see in the dark as a human sees by day, up to 60 feet, as long as torches or other light sources are not nearby.

LANGUAGES

All Tieflings speak Common and Infernal.

FIRE RESISTANCE

Tieflings reduce any damage taken from fire by half.

LURE OF THE INFERNAL

Tieflings embody the lure of the forbidden and can turn this to their advantage. When interacting with NPCs a Tiefling may roll 1D6 for their Lure of the Infernal score, if they roll equal to or less than their score they may change the NPC's initial reaction stance by one tier as per Table 33: Reaction Check on page 71 of the Whitebox rulebook (from Negative to Uncertain for example).

PLEASE NOTE: This roll must be made at the beginning of any interactions. Tieflings can also change the reaction to make it one step worse if they wish (from Positive to Uncertain for example).

SAVING THROW

Tieflings save at +2 vs. magic.

EXPERIENCE BONUS FOR TIEFLINGS

The 5% experience bonus for Tieflings is given for a Charisma of 15+. A character must have an intelligence and charisma score of 9+ to be a Tiefling.



TIEFLING ADVANCEMENT

Level	XP	HD	BHB	ST	Lure of the Infernal
1	0	1	+0	14	1
2	2300	2	+1	13	1
3	4600	3	+2	12	2
4	9000	4	+2	11	2
5	18000	5	+3	10	3
6	36000	6	+4	9	3
7	72000	7	+4	8	4
8	144000	8	+5	7	4
9	280000	9	+6	6	5
10	560000	10	+6	5	5