

TIEFLING

Demihuman Class

Requirements: Minimum INT 9

Prime requisite: CHA and DEX

Hit Dice: 1d6

Maximum level: 10

Armour: Leather, chainmail, shields

Weapons: Any

Languages: Alignment, Common

Tieflings are humans with a mysterious fiendish ancestor. They tend to be outcasts living on the fringes of society, shunned by those who fear their heritage.

Prime requisites: A tiefling with at least 13 in one prime requisite gets +5% to XP. If both CHA and DEX are 16 or higher, the character gets a +10% bonus.

Combat

Tieflings can use leather armour or chainmail, shields, and all weapons.

Fiendish Heritage

No two tieflings are alike—each individual's fiendish ancestry manifests in different ways. Roll twice on the *Fiendish Appearance* table and twice on the *Fiendish Gifts* table (re-roll duplicates).

Fiendish Appearance

d10 Cosmetic Trait

- 1 3 or 6 digits on each hand.
- 2 Black or red eyes, no whites/pupils.
- 3 Fangs or needle-like teeth.
- 4 Furry or feathered skin.
- 5 Forked tongue.
- 6 Goat-like hooves.
- 7 Long, thin tail.
- 8 Scaly or ridged skin.
- 9 Skin tinted red, green, or blue.
- 10 Small horns on forehead/temples.

Fiendish Gifts

d10 Innate Magical Trait

- 1 Cast *darkness* once/day.
- 2 Cast *detect invisible* once/day.
- 3 Cast *detect magic* once/day.
- 4 Cast *magic missile* once/day.
- 5 Cast *mirror image* once/day.
- 6 Cast *ventriloquism* once/day.
- 7 Cold resistance (half damage).
- 8 Fire resistance (half damage).
- 9 +2 bonus to saves versus paralysis.
- 10 +2 bonus to saves versus poison.

Holy Water Vulnerability

Tieflings' fiendish heritage makes them vulnerable to damage by holy water.

Infravision

Tieflings have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials*).

Tiefling Skills

Tieflings can use the following skills, with the chance of success shown opposite:

- **Beguile (BE):** On a successful check, the tiefling's words take on a supernatural potency. A person of Hit Dice no greater than the tiefling's level must **save versus spells** or believe the tiefling's words. The beguilement lasts for 1 round per level of the tiefling. Afterwards, the beguiled person realises they have been tricked. This skill may only be used on any given person once per day.
- **Hear noise (HN):** In a quiet environment (e.g. not in combat), a tiefling may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.
- **Hide in shadows (HS):** Requires the tiefling to be motionless—attacking or moving while hiding is not possible.

Tiefling Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	11	12	12	15	14
2	2,500	2d6	19 [0]	11	12	12	15	14
3	5,000	3d6	19 [0]	11	12	12	15	14
4	10,000	4d6	19 [0]	11	12	12	15	14
5	20,000	5d6	17 [+2]	9	10	10	13	12
6	30,000	6d6	17 [+2]	9	10	10	13	12
7	60,000	7d6	17 [+2]	9	10	10	13	12
8	120,000	8d6	17 [+2]	9	10	10	13	12
9	240,000	9d6	14 [+5]	7	8	8	11	10
10	360,000	9d6+2*	14 [+5]	7	8	8	11	10

THACO: Attack matrix row to use.

(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

► **Move silently (MS):** A tiefling may attempt to sneak past enemies unnoticed.

After Reaching 9th Level

A tiefling can establish a den, attracting 2d6 apprentices—1st level thieves or tieflings. These apprentices will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful tiefling might use these followers to start a Thieves' Guild.

Tiefling Skills Chance of Success

Level	BE	HN	HS	MS
1	30	1–2	10	20
2	35	1–2	15	25
3	40	1–3	20	30
4	45	1–3	25	35
5	50	1–3	30	40
6	53	1–3	36	45
7	56	1–4	45	55
8	60	1–4	55	65
9	65	1–4	65	75
10	70	1–4	75	85

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.



Rolling Skill Checks

All skills except hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Hear noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for HN, HS, and MS on the player's behalf, as the tiefling does not immediately know if the attempt was successful. If an HS or MS roll fails, the referee knows that the tiefling has been noticed and should determine enemies' actions appropriately.