

I'm not a robot



A tiefling from the Forgotten Realms campaign setting.

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Source: Free Basic Rules (2024)
Free Basic Rules (2014)
These D&D 5E Free Basic Rules only contain a fraction of the races, subclasses, backgrounds, feats, items, monsters, spells, and other content available on Roll20. Check out the Player’s Handbook to add dozens of more player options to the Charactermancer, the Dungeon Master’s Guide to expand on the tools available for DMs, and the Monster Manual to add hundreds of more unique creatures (including token artwork) to fight!Tieflings
Tieflings share certain racial traits as a result of their infernal descent.Age: Tieflings mature at the same rate as humans but live a few years longer.Alignment: Tieflings might not have an innate tendency toward evil, but many of them end up there. Evil, not, an independent nature inclines many tieflings toward a chaotic alignment.Size: Tieflings are about the same size and build as humans. Your size is Medium.Speed: Your base walking speed is 30 feet.Darkvision: Thanks to your infernal heritage, you have superior vision in dark and dim conditions. 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 can see only shades of gray.Hellish Resistance: You have resistance to fire damage.Languages: You can speak, read, and write Common and Infernal. You can also filter-Defense Resistance to Damage Type filter-Innate Spellcasting filter-Natural Attacks filter-ProficienciesThis article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unourced material may be challenged and removed.Find sources:“Tiefling”news newspapers books scholar JSTOR (December 2015) (Learn how and when to remove this message)Fictional humanoid race in Dungeons & DragonsTiefling fighter designed by William O'Connor for 4th Edition Dungeons & Dragons.[1]The tiefling (/tɪfˈlɪŋ/;TEEFL-ing)[2] is a fictional humanoid race in the Dungeons & Dragons (D&D) fantasy roleplaying game. Originally introduced in the Planescape campaign setting in the second edition of Advanced Dungeons & Dragons as a player character race for the setting, they became one of the primary races available for player characters in the fourth edition of the game.[3][4]In the Planescape setting, where tieflings were introduced, they were described as being a mixture of human and "something else" with the implication that the medium-sized non-human ancestors originated from the evil "lower planes".[5][6] In further supplements it was clarified that tieflings were usually descended from fiends but not in the same manner as half-fiends,[citation needed] since a tiefling's fiendish ancestry lies further up the family tree.[6] This description remained true in 3rd Edition.In 4th Edition Dungeons & Dragons, tieflings are a race whose human ancestors made a bargain with devils to increase their power.[7] Their origin is similar in 5th Edition.[8]The name, pronounced /tɪfˈlɪŋ/, was derived by Wolfgang Baur from the German word tief meaning "deep, low", and the suffix -ling, "offspring", alluding to their origins in the "lower planes".David Noonan, the tiefling's creator, introduced the tiefling into the Planescape Campaign Setting in the "Monsters of the Planescape" Appendix A (1991) and The Planewalker's Handbook (1996).[13]The tiefling appears in the Monster Manual for this edition (2000)[14] under the "planetouched" entry.[15][pageneeded]The Fey and Tannaruk tieflings appeared in the Monster Manual of Faerûn(2001).[16] The tiefling is presented as a player character race for the Forgotten Realms setting in the Forgotten Realms Campaign Setting (2001)[17] and the tiefling and fey appear as player character races in Races of Faern (2003).[18]The tiefling appears in the revised Monster Manual for this edition (2003) under the planetouched entry. The tiefling paragon was introduced in Unearthed Arcana (2004).[19]The tiefling appears as a player character race in the Planar Handbook (2004).[20] and Races of Destiny (2004).[21]The tiefling appears as a player character race in the Player's Handbook for the 4th edition (2008).[4][7] and again in Heroes of the Forgotten Kingdoms (2010).[22] Tieflings also have a racial book dedicated to them in this edition, The Player's Handbook Races: Tieflings.William O'Connor, the artist responsible for designing tieflings in this edition, commented that there were few artistic depictions of the race in previous editions. However, with the tiefling becoming a core player race, the 4th edition design team "wanted to radically update their appearance to make them look more intimidating and 'cool'. [...] The horns and the tail were the defining elements of the race so my first direction was to make them as prominent as possible.Part of the design of the 4th edition was to integrate the design into what a miniature game so part of the process was to make the character's silhouettes easily recognizable from a distance"[1] O'Connor highlighted a conversation he had with the creative director Stacy Longstreet who described tieflings as a "cursed people" which helped him figure out "their cultural aesthetic".[11] O'Connor stated that:My immediate touchstone was of course vampires, and I worked to give the tiefling that sexy, dark and gothic appeal despite their "deformity." I carried this idea over into everything about them, their clothes and equipment.I wanted everything to have a twisted aesthetic, as if their genetic traits and weapons, all the pieces of what they were also seemed and came out into horrible but beautiful shapes, imagery that the players would connect to demon, their other nature and other fiend ancestry, while Devil ancestry and Hellborn ancestry.Damon Brown associated the tiefling problematic, as the most people are uncomfortable around them, whether they are aware of the tiefling's unsavory ancestry or not.In 4th edition, tieflings have the same alignment choices as any other starting character.In 5th edition, tieflings do not have an innate tendency towards evil, though many usually end up going down that path due to the prejudice against them. Also due to the prejudice against them, tieflings have a fierce independent streak and are inclined towards being chaotic.Tieflings appear in a number of campaign settings, including the following notable examples:In the Forgotten Realms campaign setting, both tieflings and asimar are more common than in other settings. Tieflings even have elven and orc counterparts (Fey'ri and Tanarruk, respectively). In the 3rd Edition of Dungeons and Dragons, less common varieties of the tiefling were introduced, including a dwarven counterpart, the Maeluth and a halfling counterpart, the Wispling.In the Planescape campaign setting, tieflings are a common race available to player characters, though they are mistrusted and reviled by many inhabitants of the planes.In the campaign setting of Critical Role the first tieflings, also known as Devilkin, were created in the city of Vasselheim after a cabal of warlocks performed a ritual to contact fiendish forces, causing the birth of the first generation of tieflings. Asmodeus is often seen as the god tied to this particular race, although some myths mistakenly attribute their creation solely to him, and later than they have actually existed in this world. Despite the initial prejudice against them, after many centuries tieflings have become accepted in Exandria, even if they are not very common. Still, they prefer to avoid rural environments prone to superstition. In the Pathfinder Roleplaying Game, tieflings are commonly known by the colloquial term Hellspawn. Due to limitations in the Open Game License, they are referred to exclusively by this term in the Pathfinder Tales novels. In the empire of Chelax, tieflings are subjugated and often enslaved, despite the royal house's affiliation with Hell. Some tieflings are even referred to as dangerous outsiders. Yet D&D's default assumption is that the players will portray heroes. The idea of playing a race outsider who nonetheless protects the people who wrongly revile them is a well-known trope built into D&D. Clements found this stereotype associated with the tiefling problematic, as the "solution is usually to focus on individual good, rather than confronting deeper, systemic problems of racial politics".[5] a b c d O'Connor, William (September 7, 2017). "The Cursed Folk: Designing the Tiefling". William O'Connor Studios. 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Tiefling d20 System Reference Document is usually retrieved from "Dungeons & Dragons: The Official Rules" website, but it is a very good quality PDF on the internet, one with the low-contrast, although many usually end up going down that path due to the prejudice against them. Also due to the prejudice against them, tieflings have a fierce independent streak and are inclined towards being chaotic.Tieflings appear in a number of campaign settings, including the following notable examples:In the Forgotten Realms campaign setting, both tieflings and asimar are more common than in other settings. Tieflings even have elven and orc counterparts (Fey'ri and Tanarruk, respectively). 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the smites she has available. If you want to play a rogue or another stealthy character, the bloodline of Gladys is a great option. The bloodline of Asmodeus is great for artificers and so on. Id tend to avoid the bloodlines of Mammon and Mephistopheles. Their spells tend to be of less use like flaming blade and Tensers floating disc. Thankfully, there are better options for intelligence based Tieflings. But some classes do just work better with a Tieflings natural abilities, which brings us on to our next section Choosing a class for your Tiefling Below Ive put together a score for how well each class works with a Tiefling based on how well the ability score increases and racial traits work with each class. Ive tried to take a broad view of all the available subraces so be aware that not every subrace will fit the ratings below, but Ill give more explanation on which subraces to choose for different classes below: Artificer Barbarian Bard Cleric Druid Fighter Monk Paladin Ranger Rogue Sorcerer Warlock Wizard *Star ratings scored out of 5 Thankfully, because of all the subrace options, its easy to find a good class for a Tiefling. Your absolute best options are the charisma based classes as they can maximise on the spellcasting options and will be most effective at casting these spells. That means considering: Bard Paladin Sorcerer Warlock Tieflings have a decent bit of resilience too with their fire resistance making them a good option for charisma based martials which is especially the case for paladins but also college of swords and Valor bards as well as hexblade warlocks. Youll want to pick a subrace to lean into your class strengths. A Zariel or Levistus Tiefling works well for a Paladin. Dispatar and Glasya work nicely for a bard while warlocks and sorcerers more depend on the kinds of spells you want, though a dexterity or constitution boost is something worth considering over an intelligence increase. A special mention should be made for rogues who can work well with a high charisma. Alternatively, a feral Tiefling variant with its dexterity and intelligence bonuses are ideal. Bloodline of Glasya or Dispatar are your best options for spells. Alternatively, a winged variant works well too for those hard to reach places and keeping yourself safe. On that note, a winged variant is great for backline Spellcasters like sorcerers and warlocks too. None of the class options are too bad for a Tiefling, but with so much innate spellcasting, barbarians tend to fare worst as they cant cast spells and rage. Zariel is probably your best options here for the strength boost, but youll rarely get chance to cast your smites. You could also consider out of combat spells, in which case, a Glasya Tiefling is a good option and a dexterity boost is pretty good. Monks, clerics and druids also gain less from Tieflings. Bloodline of Fierna may be your best bet for that wisdom increase. Glasya is a good option though for a stealth based monk, though +2 in charisma is a lot to waste on an unessential ability score for a monk. About Tieflings Tieflings appear mostly like Humans but have some very prominent features that give away their bloodline. They often have a pair of horns on their head, thick, long tails of about 4-5ft, canine teeth and eyes of a solid colour with no visible pupils. While their skin colour can adopt the usual range of Human colours, it can also be tinted red or purple. Tiefling hair is usually black, brown, dark red, blue or purple. As much as they may try to avoid it, Tieflings are influenced by their infernal heritage. Thats not to say that all Tieflings are evil, they are as capable of being good as any other race, but they tend to have a sharp and witty tongue on them and derive attributes from the Archdevil their bloodline is associated with (read on for more details about the different bloodlines). The main challenge for Tieflings is how theyre perceived by the world. People are generally distrustful towards them for their fiendish ancestry. This behaviour typically leads Tieflings towards the fringes of society, often leaving them in poverty in the Human cities they typically live in. Such a lifestyle often pushes Tieflings into a life of crime creating a harsh, self-fulfilling prophecy that can be difficult to escape. Some Tieflings live outside of the cities in other communities with Tieflings or other races that are not often accepted in wider society. These Tieflings are generally treated much better than their city-dwelling peers. How to roleplay as a Tiefling While fiendish blood does not make you evil, it certainly will have an influence on who you are. Whether it genetically influences your personality or the reaction of others affects your worldview (or both), theres no getting away from your heritage. You can use the following ideas when roleplaying a Tiefling: Fiendish cunning Devils are innately cunning and while they tend to use that cunning to snare mortal souls, Tieflings can use that cunning in many other ways, whether they be nefarious or more benevolent. Bad reputation Tieflings have a bad reputation. General society doesnt trust them, expecting them to be as devious as their devilish parents. Chances are, this has affected you. Maybe its been hard to make trusted friendships, maybe you hide your true identity to avoid judgement or perhaps youve simply become cynical. A way with words Most Tieflings have silver-tongues, capable of convincing even the biggest sceptic. Be convincing, persuasive and use your words to get into and out of all kinds of sticky situations. Other playable race guides

Tiefling warlock ability scores. Tiefling bard ability scores. Tiefling ability modifiers. What classes can tieflings be. Can tieflings be good. Tiefling ability score increase. Best tiefling ability scores. Tiefling ability. Tiefling paladin ability scores. Tiefling sorcerer ability scores. Dnd tiefling ability scores. Tiefling druid ability scores. Do tieflings have tiefling parents. What class should a tiefling be. Tiefling rogue ability scores.