

Heaven & Hell

Nasimar & Tiefling Ancestries



By Kim Frandsen

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Aasimar



he Aasimar are seen as beacons of hope and light, having descended from angelic beings, creatures who are a living part of the good-aligned Outer Planes. While they are certainly inclined towards that behavior, courtesy of their bloodline, they are not all good, nor are they all benevolent. Just like other creatures they learn from their experiences, good and bad, and shape their behavior accordingly. They do tend to become something of social chameleons as they have no people to call their own, and often find their homes among other races.



Most aasimar see themselves as a hybrid between their humanoid (usually human) heritage and that of their angelic ancestors. They task themselves with the betterment of those around them, often rising to positions of importance in the culture where they grew up, drawing upon their inherited personal magnetism to impress those around them. Some become fascinated with learning about other people and will often be the voice of reason when dealing with outsiders, especially those with some form of mixed heritage (like half-elves and half-orcs).

If you want to play a character who continually questions the supposedly inherent good in themselves, and the world around them, and who struggles with whether they live up to their heritage, you should play an aasimar.



Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Wisdom

Charisma

Free

Ability Flaw

Constitution

Languages

Celestial

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Abyssal, Draconic, Elven, Infernal, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Aasimar

Humanoid

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.



YOU MIGHT...

- Get along with others, at the expense of your own wellbeing.
- Believe the best about everyone.
- Carefully consider every option before committing to a plan of any kind.

OTHERS PROBABLY...

- Think that you're some sort of angel.
- Find it difficult to understand your perspective on things, especially when it comes to giving others a second chance.
- See you as too nice for your own good, gullible, or feel that you talk to them in the same manner that you would a child.

PHYSICAL DESCRIPTION

Aasimar stand around 6 feet tall, and a powerful 150 pounds, lighter than a human of the same build due to hollow, but strong bones, though this can vary as aasimar descended from gnomes or halflings stand much shorter than those descended from elves or humans.

Generally, the aasimar have clear skin and regular, almost perfect features. They are in good shape and resemble near perfect specimens of their parent's race. While they resemble their parents, hidden in the bloodline of the aasimar are traces of their outsider progenitor.

The legacy of this angelic blood can manifest in many ways. Some aasimar have a unique eye or skin color, vestigial wings, or even a visible halo. Only rarely do these reminders of their celestial ancestors detract from the beauty of the aasimar, instead lending them an air of the divine.

Aasimar dress in bright colors, though they take their cues from the culture of their birth and the culture where they currently live. Aasimar do not dress in bland clothes

unless trying to hide or fit in, but even then they'll find a bright color to accent their outfit. Most aasimar wear their hair long unless inconvenient, luxuriating in the feel and loving the wind blowing through their hair, sending it flying in a glorious, dazzling display.

Aasimar age at the same pace as their parent's race, so an aasimar born to human parents reaches the age of physical maturity around the age of 15, though sometimes they mature slightly slower. They live to around the same time as their parents, so an aasimar born to humans could expect to live to be around 90, while one born to elven parents would likely live to be around 600.

Random Height and Weight

Gender	Base Height	Height Modifier
Male	5 ft. 2 in.	+2d8 in.
Female	5 ft. 0 in.	+2d8 in.

Base Weight	Weight Modifier
110 lbs.	+(2d8x5 lbs.)
90 lbs.	+(2d8x5 lbs.)

SOCIETY

Aasimar are raised within their parents culture, and absorb the customs, preferences, and prejudices of the society they're raised within. This means that any two aasimar could have wildly divergent worldviews.

Due to their personal magnetism, and their general ability to plan ahead, many aasimar become leaders within their societies, working as civic leaders, sheriffs, and champions of a cause. They'll put the community first, a leftover from their celestial origins, though whether that means working within the accepted structure of any given community or working to tear it down depends on the aasimar in question. Even in those communities that shun the aasimar,





they'll become leaders, just of a very different sort, being drawn to places where outcasts gather and instead become a leader of them, such as the master of a thieves' guild.

ALIGNMENT & RELIGION

Aasimar are idealistic creatures, believing in the good in all beings. They'll go out of their way to help the needy, but have no preference as to whether they should do so according to the law or by breaking the system. As such, they tend to range from lawful good to chaotic good. When it comes to deities, aasimar worship the deities of good, tending towards those that encourage putting community and family above the needs of the individual. Some engage in ancestor worship, praying to their celestial forebear, though these aasimar are rare.

NAMES

Aasimars do not have a separate tradition of naming themselves, as they take the names of the culture or society in which they are raised. For most of them, due to their obvious celestial nature, these names tend to carry some form of positive meaning, such as hope or love, in line with their perceived nature at birth.

On occasion, aasimar will name themselves and they will generally emulate the names of their outsider forebears.

Sample Names

Aaidyn, Abi, Adonis, Adriel, Arthur, Breanna, Caden, Caleb, Candace, Celeste, Chriss, Dann, Darien, Diana, Edden, Eleanor, Evann, Gabriel, Gaige, Galen, Maol, Rae, Sade, Truth, Verity



AASIMAR ADVENTURERS

Aasimar adventure to help others, questing to rescue those in distress and finding lost treasure or rediscovering forgotten ruins in the process. In short, they adventure out of a wish to assist those in need and are spurred on by a sense of wonder.

Typical backgrounds for an aasimar include acolyte, barrister, emissary, noble, and scholar. Aasimar often become bards or sorcerers, drawing upon their innate personal magnetism and strength, while others draw upon their wise nature to become clerics or druids.

Aasimar Heritages

With their varied ancestors and the history of celestial interference in the lives of mortals, it is no surprise that there are many types of aasimar. Choose one of the following aasimar heritages at 1st level.

Angelkin (Angel Heritage)

Angels were among the first creations introduced to the multiverse, beautiful in aspect, and tied by a strong moral code to one deity or another. You carry these traits deep within you. When you make a Diplomacy check to make an impression, you improve the degree of success by one step when dealing with good-aligned creatures.

Idylkin (Agathion Heritage)

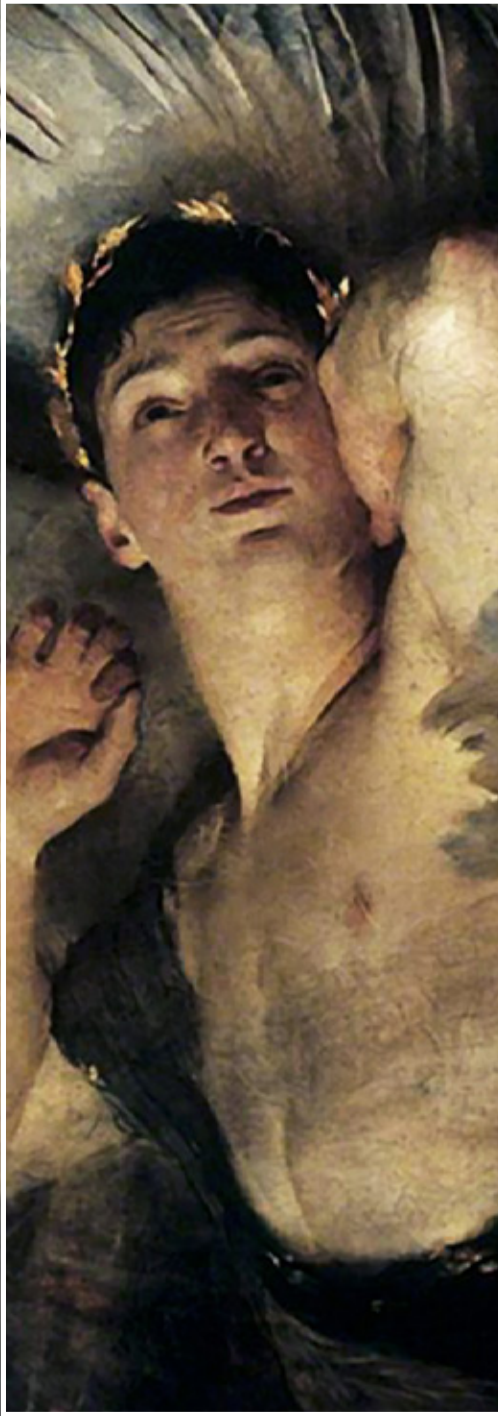
Agathions are animal-like celestials, and you carry the physical marks of that heritage in the form of markings, light fur, or feathered ears. This gives you a supernatural ability to communicate with and calm animals. You gain a +1 circumstance bonus to Nature checks when using the Command An Animal action.



Furthermore, you can use it on unfriendly (though not hostile) animals.

Lawbringer (Archon Heritage)

Archons are paragons of law and good, they are the enemies of all evil, fighting on the front lines against the forces of evil outsiders in particular. You've inherited some of the abilities of your forebears, and whenever you score a critical hit with a Melee Strike against creatures with the evil and outsider traits, they are stunned for one round.



Muse-touched

(Azata Heritage)

Azatas are the free spirits of the good-aligned outsiders, roaming at will, and doing good wherever the winds take them. Like your ancestors, you're difficult to tie down, and you get a +1 circumstance bonus when using the Escape action. Furthermore, all effects that give you the paralyzed, petrified, or stunned conditions are reduced by 1, down

to a minimum of 1. For example, if you'd get stunned 2 from a spell, you only get stunned 1, or if suffer an effect with a duration of 1d6 rounds, it would now be 1d6-1.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an aasimar, you select from among the following ancestry feats.

1ST LEVEL

BLOOD OF THE FALLEN

FEAT 1

AASIMAR

An ancestor of yours fell to the lure of evil eons ago, which has partially corrupted your bloodline. You can take tiefling racial feats, and you gain the tiefling trait, in addition to the aasimar and humanoid traits.

CELESTIAL MAGIC

FEAT 1

AASIMAR

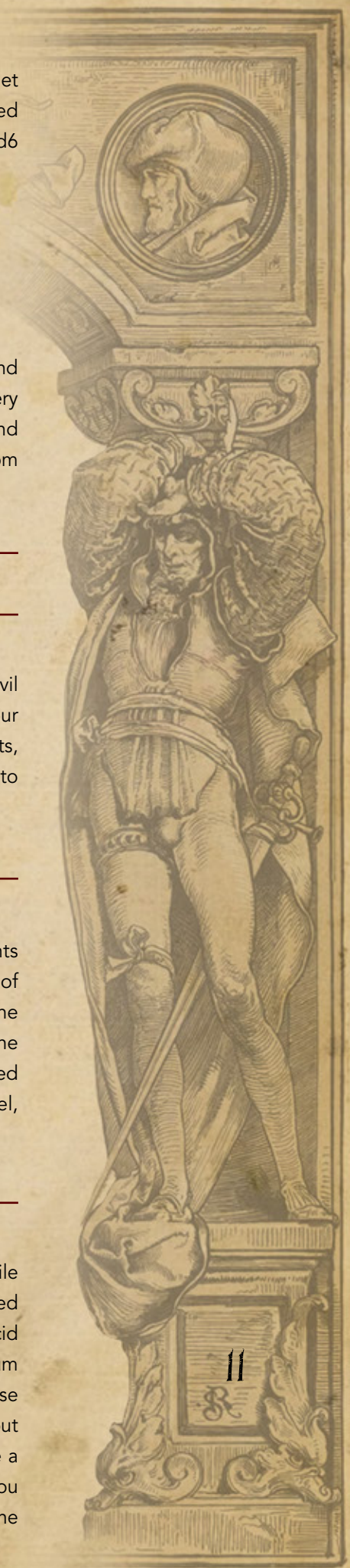
Your connection to the Outer Planes grants you a divine innate spell, much like those of angels. Choose one cantrip from the divine spell list. You can cast this spell as a divine innate spell at will. A cantrip is heightened to a spell level equal to half your level, rounded up.

CELESTIAL RESISTANCE

FEAT 1

AASIMAR

You have a remarkable adaptation to hostile environments from ancestors who inhabited the outer planes. This grants you acid resistance equal to half your level (minimum 1), and you gain the vestigial wings. These are not strong enough to allow you to fly, but you can use them to, as a reaction, cause a strong wind in your square. This allows you to dissipate spells and effects such as the smoke created by a smokestick.





DIVINE GRACE

FEAT 1

AASIMAR

DIVINE GRACE

Trigger You are targeted by a spell that allows a saving throw.

Your ancestor's innate resistance to magic surges, before slowly ebbing down. You gain a +2 circumstance bonus to the triggering saving throw.

EXTEND SHIELD

FEAT 1

AASIMAR

EXTEND SHIELD

Trigger An ally within 5 feet is attacked with a melee or ranged weapon. You instinctively move your shield to protect your ally. They gain your shield's circumstance bonus to AC against that attack only. You lose the bonuses from the shield until the end of your next turn and cannot use the Raise a Shield action until the end of your next turn.

PIERCE THE DARKNESS

FEAT 1

AASIMAR

Not all aasimar have the ability to see in the dark, but you have inherited this ability from your ancestors. You can see in darkness and dim light just as well as you can see in bright light. Unlike normal darkvision you can still see colors, rather than being limited to black and white.

5TH LEVEL

ANGELIC MAGIC

FEAT 5

AASIMAR

Prerequisites at least one divine innate spell

Your connection to your ancestors and the wellspring of magic grows stronger, and you gain the ability to cast *searing light* once per day.



SHIELD EXEMPLAR**FEAT 5****AASIMAR****Prerequisites** Armored Might

By now you've become a staunch defender, and you are a formidable obstacle for opponents to overcome, thanks to the strong connections with your celestial ancestors. As such, when you use the Raise a Shield ability, you now apply the shield's circumstance bonus to your Reflex saves. For example, if you have a wooden shield with a +2 circumstance bonus to AC and you use Raise a Shield, you get the +2 bonus to both your AC and your Reflex saving throws.

BRIGHTEST DAY**FEAT 5****AND DARKEST NIGHT****AASIMAR**

Whenever you cast spells with the light trait they are automatically heightened (+1). Such spells also automatically increase the light level in a 30-foot radius around you by one step for one round. For example, if you cast *searing light* in an area of darkness, then a 30-foot radius around you counts as dim light for the following round.

FIEND SLAYER**FEAT 5****AASIMAR**

Within you beats the heart of an avenger, you are an enemy of all that is wrong with the multiverse. As such you gain a +1 circumstance bonus to damage with weapons and spells against creatures with the fiend traits. If your attack would deal more than one die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or spell attack dice instead.

INCORRUPTIBLE**FEAT 5****AASIMAR**

You've inherited some of the nature of your ancestors, making you incredibly difficult to coerce. You gain a +1 circumstance bonus to all saving throws against spells or effects with the mental trait. If you roll a success on a saving throw against a mental effect, you get a critical success instead.



SPIRIT OF THE POET FEAT 5

AASIMAR

You're able to see the good in most people, and you unconsciously show that appreciation for them. You gain a +1 circumstance bonus to Diplomacy checks against intelligent good-aligned creatures, as long as you share a language. You also gain this bonus on Perception checks to Sense the Motives of such creatures.

VESTIGIAL WINGS

FEAT 5

AASIMAR

You sprout vestigial wings on your back, and while these are not strong enough for you to fly, they enable you to *levitate* for a number of rounds equal to your level, per day. You cannot levitate further than 10 feet above the ground.

9TH LEVEL

ARMORED MIGHT

FEAT 9

AASIMAR

Prerequisites Shield Exemplar

One of your ancestors was on the front lines of the war against evil, and your blood connection with your ancestor grows stronger as you experience more of the real world. Through these experiences and the power of your blood, you've learned to make the most of armor. When wearing medium or heavy armor, you reduce the Strength requirement by 2 and Speed Penalty by 5 feet. For example, full plate normally reduces your speed by -10 feet, but with this feat it only reduces it by -5 feet or 0 feet if you fulfill the Strength requirement, which is in turn reduced to 16.

GUARDIAN OF LIFE

FEAT 9

AASIMAR

Your connection to the good-aligned Outer Planes has grown, and you become a conduit of life. If you rest for 10 minutes, you can designate a single ally. That ally gains Hit





Points equal to their Constitution modifier x half your level. This healing is cumulative with any healing they receive from other sources.

HALO CROWN FEAT 9

AASIMAR

A halo appears around your head, taking the shape of a crown, as a tangible reminder of your majestic heritage. As an innate divine spell, you can cast *circle of protection* once per day. This only works against evil creatures. Furthermore, any creatures with the fiend or undead traits within the 10 feet radius of the circle take 1d6 good damage each round that they remain within the radius.

13TH LEVEL

CELESTIAL RAMPART

FEAT 13

AASIMAR

Prerequisite Armored Might

Whenever you use the Raise a Shield action, you provide cover for anyone behind you. You count as standard cover for any ally within 5 feet provided you are between the enemy and the ally. You do not provide cover for yourself when doing so, but you do gain the normal benefits from Raise a Shield, as usual.


SUFFER NOT THE UNCLEAN FEAT 13

AASIMAR

Prerequisites Halo Crown

Your Halo Crown now affects all evil creatures, dealing 2d6 points of damage to them while they're within the radius (and double damage to creatures with the fiend or undead traits).





Random Aasimar Features

Presented below are random features an aasimar might possess. None of the following features grant characters any special power in excess of their usual abilities. Roll once on the table below to determine your celestial features, or pick one or more you like.

d100	Feature
01–02	Your hair always smells like a spring meadow in the early morning.
03–04	Your eyes are a clear, icy-blue that grows paler, almost white, when angry.
05–06	Birds and small animals flock to you whenever you settle down for the night, often eating directly from your hands.
07–08	No matter the conditions, your hair is always naturally perfect.
09–10	Your skin is a pale white, almost alabaster color, but you never get sunburned.
11–12	Your head is surrounded by a translucent halo.
13–14	Wherever you are, the weather always seems to be better just around you, as if you had your own personal weather effect.
15–16	You have round, red cheeks, like those of a cherub, giving you a healthy appearance.
17–18	You constantly hear very faint soothing harp music.
19–20	Your feet always seems to have green stains on them, as if you've waded through freshly-mown grass.
21–22	You like to pray to your ancestors at the end of each day. You never know if they listen, but it can't hurt, right?
23–24	Regardless of the situation, you always hold your head high and walk with pride.
25–26	You're unusually light on your feet, often unintentionally startling those around you.
27–28	Church music always relaxes you.
29–30	On your shoulder blades are 2 bright birthmarks, in the shape of wings.
31–32	You have an affinity for fire, and when storytelling the closest fire seems to come alive with figures to match your tale.
33–34	When you sing, birds sing along with you.
35–36	You speak with authority, and your voice is a strong, deep bass that resonates in people's hearts when they hear it.



-
- 37–38 Whenever you brandish your weapon, a short-lived aura of illusory fire surrounds the weapon.
-
- 39–40 Your ears are long and taper to a point like an elf's, though they are not quite as long.
-
- 41–42 Your hair is the color of lustrous bronze.
-
- 43–44 Your skin resembles chrome or mercury.
-
- 45–46 You're extremely well-proportioned, drawing attention from others easily.
-
- 47–48 Your eyes glow softly white in the dark.
-
- 49–50 Your nails are vividly colored, each one a different color to the next.
-
- 51–52 Your face is perfectly symmetrical, as if you were a sculpture.
-
- 53–54 White markings run across your face, accentuating your features, as if subtly underlining them.
-
- 55–56 When the sun is up, your hair is the color of gold, but when it goes down, it turns silver.
-
- 57–58 Even on the hottest days you're still cool, thanks to a never-ending breeze that surrounds you.
-



59–60	Your hair moves of its own accord, matching your mood.
61–62	Your arms and hands leave glowing contrails when you move. The contrails dissipate in seconds.
63–64	Instead of being darker than the surrounding areas, your shadow is lighter, but still reacts to light and movement as normal.
65–66	Your skin glitters and shines.
67–68	Your sweat tastes of honey.
69–70	When wet, you smell like the ocean.
71–72	When you speak, the last word of every sentence you make seems to reverberate mentally with your audience.
73–74	When you move, people can hear faint wind chimes.
75–76	When you walk barefoot, flowers sprout in your footsteps.
77–78	You suffer from stigmata, as appropriate to your religion.
79–80	You sleep with your eyes open.
81–82	During the night, your eyes go black and stars appear in them, matching an unknown sky.
83–84	You are much warmer to the touch than normal.
85–86	You are much colder to the touch than normal.
87–88	No matter the circumstances, your skin and hair is always clean, though this doesn't extend to your clothing.
89–90	When you clap your hands, a bell rings.
91–92	Your skin is as blue as the sky.
93–94	Your nails are completely white, and incredibly hard.
95–96	You have no body hair of any sort, though you still have hair on your head.
97–98	You appear to be androgynous.
99–00	Dogs follow you everywhere, as if they were attracted to you.

Aasimar Equipment

Aasimars have access to the following equipment.

AMBROSIA

ITEM 1+

CONSUMABLE

DIVINE

ELIXIR

GOOD

Usage held in 1 hand; **Bulk** L

Activation  Interact

Upon consumption, this heavenly elixir, brewed from *holy water* and blessed herbs, you gain an item bonus to saving throws against negative energy, drained, and death effects for 1 hour. Ambrosia can otherwise be used as *holy water*.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +2 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +3 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +4 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus and the duration increases by 1 hour.

ANOINTING OIL

ITEM 1

CONSUMABLE

DIVINE

GOOD

Price 25 gp

Usage held in 1 hand; **Bulk** L

Activation  Interact

This sacred oil, infused with aromatic spices and distilled *holy water*, may be applied to a creature while casting a harmless divine spell with a range of touch, increasing the casting time to a full-round action but the spell is also heightened (+1).

CELESTIAL CENSURE

ITEM 1

DIVINE

GOOD

Price 50 gp

Usage held in 1 hand; **Bulk** L



Activation  Interact

This blessed thurible holds up to 10 pieces of incense, and burns at a rate of 1 stick per hour. If a smokestick is added to the incense in the censer while it burns, creatures with the evil trait are dazzled for as long as they remain within the area of the resulting smoke.

CELESTIAL LAMP

ITEM 2

DIVINE

GOOD

Price 300 gp

Usage held in 1 hand; **Bulk** L

Activation  Interact


This polished lantern contains a *continual flame* and sheds light as a common lamp. If its font of consecrated crystal and metalwork is filled with *holy water*, the lamp's light is sanctified for 24 hours, adding a +1 item bonus to the save DC of *harm* spells you cast against fiends and evil creatures within a 30-foot radius.

INCENSE

ITEM 1

CONSUMABLE

Price 1 sp

Activation  Interact

This aromatic resin, imbued with fragrant oils, is often formed into sticks, cones, or balls and burned in ceremonies or during meditation. A piece of incense burns for 1 hour.



Tiefling



ieflings, in the eyes of many, are a travesty against nature. They're the combination of "regular" humanoids, usually humans, and fiendish creatures who at some point left their mark on mortal life, either through corruption or direct procreation. Tieflings are more common in societies who tend towards evil, as fiendish creatures are more tolerated there. Elsewhere, they're often ostracized for their nature, as everyone around them automatically assume that they are evil.

Tieflings see themselves as the victim of some cosmic joke or cruel prank. They're marked by the deeds of a foolish ancestor who engaged with powers beyond the ken of mortals. Now, the tieflings carry the scars of that liaison physically, as a brand of shame. They're not the same as their fiendish ancestors and they retain the ability of most mortals to shape their own destiny, though many succumb to the lure of darkness. Few break the shackles of their fiendish heritage and gain divinity.



YOU MIGHT...

- Have a hard time opening up to others.
- Bully others to get your way when in a hurry.
- Feel that you're smarter than everyone else.

OTHERS PROBABLY...

- Think that you're some sort of fiend or fiend-spawn.
- Blame you when things go wrong and there's no other obvious reason.
- Think that you can't be trusted, as your nature will eventually come back to haunt you.

PHYSICAL DESCRIPTION

Where most other races have some constant that defines them, the tieflings are an extremely varied bunch, as varied as their fiendish ancestors. Thus a tiefling descended from a barbarzu (bearded devil), for example, might have a bone-growth resembling a beard and red scales, while an unfortunate descendant of a lemure might have a face that resembles molten skin. These two tieflings, while both descended from devils native to Hell are clearly distinct from one another, and would bear no similarity to the otherworldly beauty of a tiefling descended from a succubus.

The mortal side of tieflings is both easier, and more difficult to predict. Most tieflings are born to humans, as the short-lived race tends to take shortcuts that longer-lived (or wiser) races would avoid. As such, tieflings descended from humans tend to range from just over 4½ feet to 6½ feet, with weights ranging from 95 to 220 lbs. Those from other races vary accordingly, such that a tiefling descended from a halfling would be considerably shorter and lighter, while one descended from an ogre would be a lot bigger.

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Intelligence
Charisma
Free

Ability Flaw

Constitution

Languages

Common
Either Abyssal, Daemonic, or Infernal

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Abyssal, Celestial, Daemonic, Draconic, Infernal and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Tiefling
Humanoid

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.



Random Height and Weight

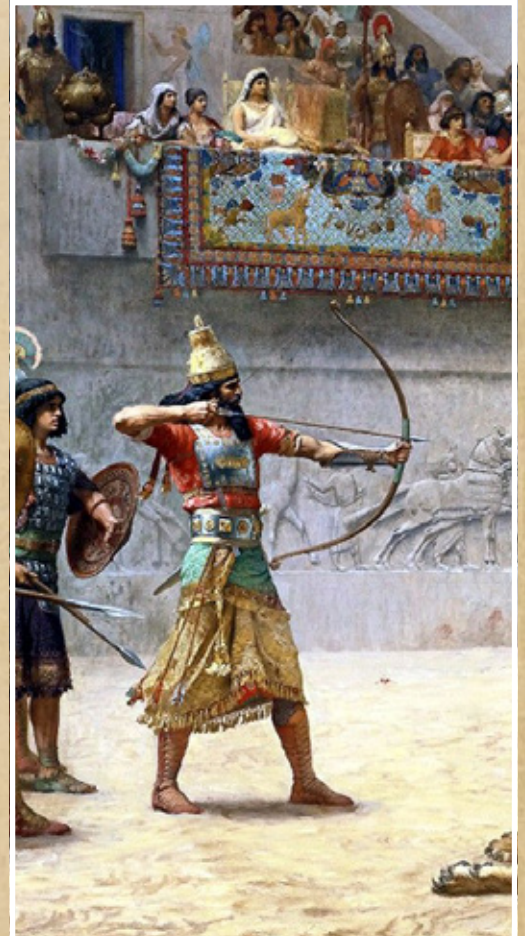
Gender	Base Height	Height Modifier
Male	4 ft. 10 in.	+2d10 in.
Female	4 ft. 5 in.	+2d10 in.

Base Weight	Weight Modifier
120 lbs.	+(2d10x5 lbs.)
85 lbs.	+(2d10x5 lbs.)

SOCIETY

Tieflings are not considered to be a part of the society in which they grew up, due to their fiendish ancestry. They're often bullied as children because they "look funny," which can turn into fear and resentment as the tiefling grows older. As such, any given tiefling rarely stays where they grew up, choosing instead to wander the world, or settle elsewhere. There are civilizations and societies—the ones that turn to devil-worship and the like—that consider tieflings to be blessed. As such, any one tiefling could be relegated to a different social class depending on where they are, ranging from beggar or slave, to veneration as a god.

Tieflings rarely join up with others of their kind, as they do not have much in common, apart from the foolishness of some long-forgotten ancestor, but when they do they create their own "society within society." These take the form of clubs or societies, kept secret from non-tieflings. These social organizations are run and ruled by tieflings whose forebears leaned towards lawful behaviour. Chaotic tieflings tend to create murderous cults with other evil tieflings, while those who lean towards good join or incite rebellions against oppressive regimes.





ALIGNMENT & RELIGION

Tieflings, by their very nature, tend toward evil. While they have the free will and freedom of choice of most mortal creatures, their fiendish blood draws forth their darkest tendencies. Tieflings have no particular inclinations towards law or chaos, in general, but the legacy of their ancestors influences them. As such, a descendant of a devil would tend towards lawful, while one descended from a demon would have a chaotic bend.

While not overly religious on a whole, some tieflings are drawn towards the divine, seeing in the gods an opportunity to redeem and better themselves. These tieflings can become strong believers in divine providence. In particular, gods that espouse a forgiving dogma or which teach redemption and betterment through trials of life have a great following among tiefling believers. Gods that teach revenge, violence, and destruction have a small but strong following among evil tieflings.

NAMES

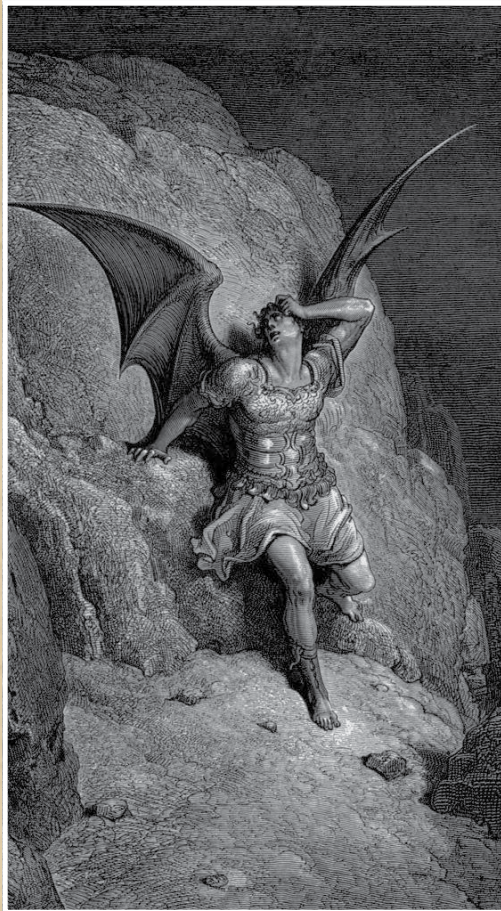
Tieflings take names from the societies in which they were born or live. Sometimes these names are common first and last names and on occasion they are nicknames (though not always nice ones).

Tieflings that have thrown off the mantle of the societies in which they were born take names of their own choosing, though they avoid last names. Chosen names tend to be guttural with plenty of hissing, an ironic nod to their dark ancestry, which some tieflings cannot resist.

Sample Names

Allizah, Baru, Dellisar, Endie, Gorgron, Hessh, Indranna, Kasidra, Maldrek, Maris, Mellisan, Molos, Mordren, Nisha, Nokven, Sarvin, Shoremoth, Sushvenneh, Temerith, Voren, Zoren.





TIEFLING ADVENTURERS

Tieflings adventure for power and the opportunity to further themselves, and for a rare few, to experience companionship amongst those that accept them for who they are on the inside, rather than their fiendish exterior.

Typical backgrounds for a tiefling include artist, charlatan, criminal, hermit, and prisoner. Tieflings often become wizards or sorcerers who draw upon their natural founts of magic, though a great many of the tieflings become rogues, fully embracing their darker sides.

Tiefling Heritages

With their varied ancestors and the history of fiendish interference in the lives of mortals, it is no surprise that there are many types of tieflings. Choose one of the following tiefling heritages at 1st level.

Grimspawn (Daemon Heritage)

Grimspawn hail from Daemon stock. They're often fascinated by sickness, decay, and death in all forms. They are extremely thin, with sallow skin and milky white, dead, eyes. You gain a +1 status bonus to saves against diseases. In addition, if you roll a critical failure on a save against a disease, you get a failure instead.

Pitborn (Demon Heritage)

Pitborn vary immensely in size and stature, with no constant between them. Even the pitborn themselves vary daily between 1 and 2 inches in height and up to 5 pounds gained or lost. This instability and chaos is inherent in the pitborn, coming from your



demonic ancestors. You're constantly restless and notoriously difficult to control. You gain a +1 circumstance bonus to all saving throws against spells and effects with the incapacitation or mental traits. If you roll a success on a saving throw against an effect with both the incapacitation and mental effects, you get a critical success instead.

Hellspawn (Devil Heritage)

Hellspawn tend to be tall and muscular, and often have large horns, though these are not used in combat. You always keep a cool head, calmly assessing a situation, before unleashing a storm of violence. Because of your level-headedness, you make an effective leader, though others might find your methods ruthless.

Survey the Scene ➡➡➡

Prerequisite must take place on the first round of combat

You survey the terrain and the combatants, and issue orders to your allies. All allies within 20 feet of you gain a +1 circumstance bonus to attack rolls and damage rolls for their next round only.

Gobmaws (Barghest Heritage)

The gobmaws are a very particular type of tiefling, the result of crossing barghests with goblins. They're far shorter and lighter than most tieflings, with a wiry build, and outsized mouths that give them a terrifying grin.

Toxic Breath ➡

Frequency once per day

You let out a cloud of toxic gas that affects anyone within a 20-foot cone for a number of rounds equal to half your level. The target becomes sickened 1 unless it succeeds on a DC 10 + $\frac{1}{2}$ your level Fortitude save. Success means that the target is only sickened for one round.



Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a tiefling, you select from among the following ancestry feats.

1ST LEVEL

BLOOD OF THE RISING

FEAT 1

TIEFLING

Your ancestors eventually overcame the lure of evil, which has partially cleansed your bloodline. You can take aasimar racial feats, and you gain the aasimar trait, in addition to the tiefling and humanoid traits.

FIENDISH MAGIC

FEAT 1

TIEFLING

Your connection to the Outer Planes grants you a divine arcane spell, much like those of fiends. Choose one cantrip from the arcane spell list. You can cast this spell as an arcane innate spell at will. The cantrip is heightened to a spell level equal to half your level, rounded up.

FIENDISH RESISTANCE

FEAT 1

TIEFLING

You have a remarkable adaptation to hot environments from ancestors who inhabited the outer planes. This grants fire resistance equal to half your level (minimum 1), and you gain horns. These add an extra die to any unarmed damage rolls that you make.

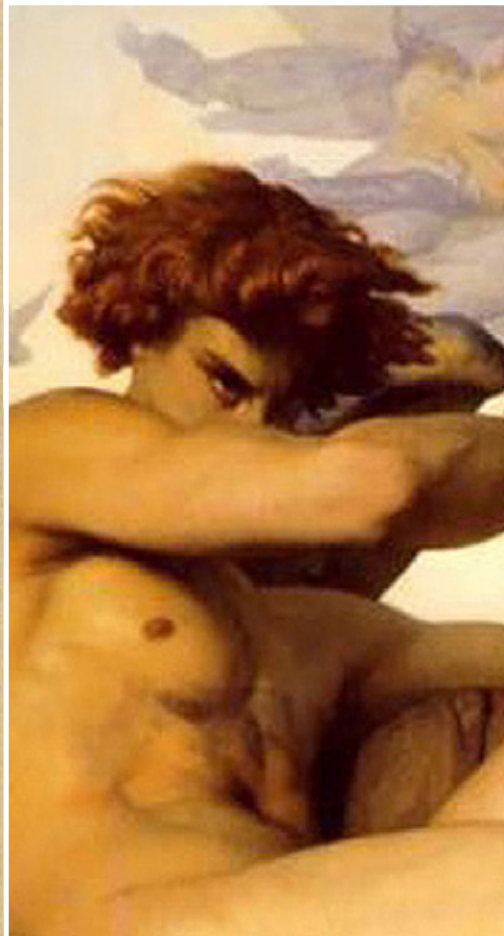
INTIMIDATING PRESENCE

FEAT 1

TIEFLING

You know that your fiendish presence is unsettling to others and you use that to your advantage. You gain a +1 circumstance bonus





on Intimidation checks whenever dealing with creatures who are good or neutral.

OUTLANDER

FEAT 1

TIEFLING

Knowledge and subterfuge runs through your veins. You gain the trained proficiency rank in Arcana or Occultism, and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

SUPREME SORCERY

FEAT 1

TIEFLING

Magic burns within you. Choose one magic school. Treat all spells from the arcane list with that school as heightened (+1). For example, if you cast *fireball* as an arcane spell, and you've selected evocation as your school, it does an extra 2d6 points of fire damage.

5TH LEVEL

DARK MAGIC

FEAT 5

TIEFLING

Prerequisites at least one arcane innate spell

Your connection to your ancestors and the wellspring of magic grows stronger, and you gain the ability to cast *flaming sphere* once per day.

EYES OF EVIL

FEAT 5

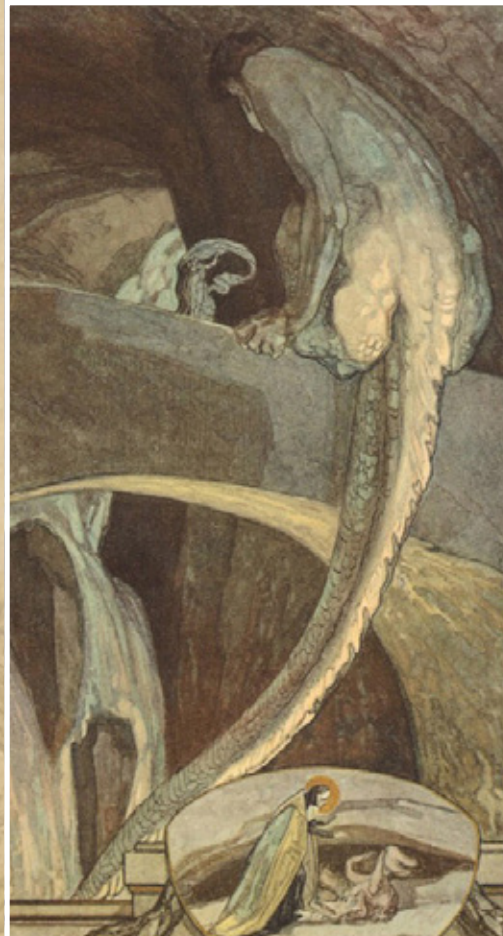
TIEFLING

You've learned to channel the dark energy of your fiendish ancestors into a useful tool.

Eyes of Evil

Once per day, by focusing your attention on a single target, you infuse them with intense paranoia causing them to second-guess their every move. The target must succeed on a DC 10 + ½ your level Will save or be frightened 2.





HALO OF FIRE

FEAT 5

TIEFLING

Prerequisites Fiendish Resistance

You've become more in touch with your dark blood, and have learned to manifest a fiery halo.

Halo of Fire 🔥

Trigger when you deal damage with a melee weapon

You cause your halo of fire to flare. This deals 1d6 fire damage to your target. This increases to 2d6 fire damage on a critical success.

SPIKED TAIL

FEAT 5

TIEFLING

With time, you've grown a spiked tail, and it has become a formidable weapon in your arsenal. You gain a tail unarmed attack that deals 1d6 piercing damage. Your tails is in the brawling group and has the finesse and unarmed traits.

THE COMING DARKNESS

FEAT 5

TIEFLING

Prerequisites at least one arcane innate spell

Whenever you cast a spell with the darkness trait the spell is automatically heightened (+1). If it has a duration, it is doubled.

9TH LEVEL

BASK IN MY GLORY

FEAT 9

TIEFLING

One of your fiendish ancestors was one of the higher-ups from the Lower Planes, a minor lord in their own right. You've learned to project that authority.

Bask in My Glory 🌟

Trigger whenever you have a critical success
You inspire all allies within 20 feet to greatness. They gain a +1 circumstance bonus to attack rolls, saving throws, and skill checks for the following round.

ORATORY OF SOULS

FEAT 9

TIEFLING

Prerequisites Intimidating Presence

You've learned to project the power of your convictions onto others. Whenever you make someone helpful by Making an Impression with the Diplomacy skill, you can automatically cast *suggestion* on them, as an innate arcane spell. If they fail the saving throw, the spell takes effect as normal, but a successful saving throw does not let the target know that they have been subjected to a spell.

THE DARK DEPTHS

FEAT 9

TIEFLING

Prerequisites at least one innate arcane spell

Over time, your connection to the Lower Planes has grown, as has your magical power. You gain the ability to cast *chilling darkness* once per day as an innate arcane spell.

13TH LEVEL

LIFE HOLDER

FEAT 13

TIEFLING

Your grasp on life means that you are very hard to kill, refusing to let your spirit pass into the Lower Planes.

Life Holder

Trigger whenever you fall to 0 hp

You will your body to start knitting itself together, as you take a deadly wound. Once per day, when reduced to 0 hp (ignoring any further damage), you immediately stabilize and you're healed for 1d8 + your Constitution modifier Hit Points, as if you were the recipient of a *heal* spell.

RIVER OF SOULS

FEAT 13

TIEFLING

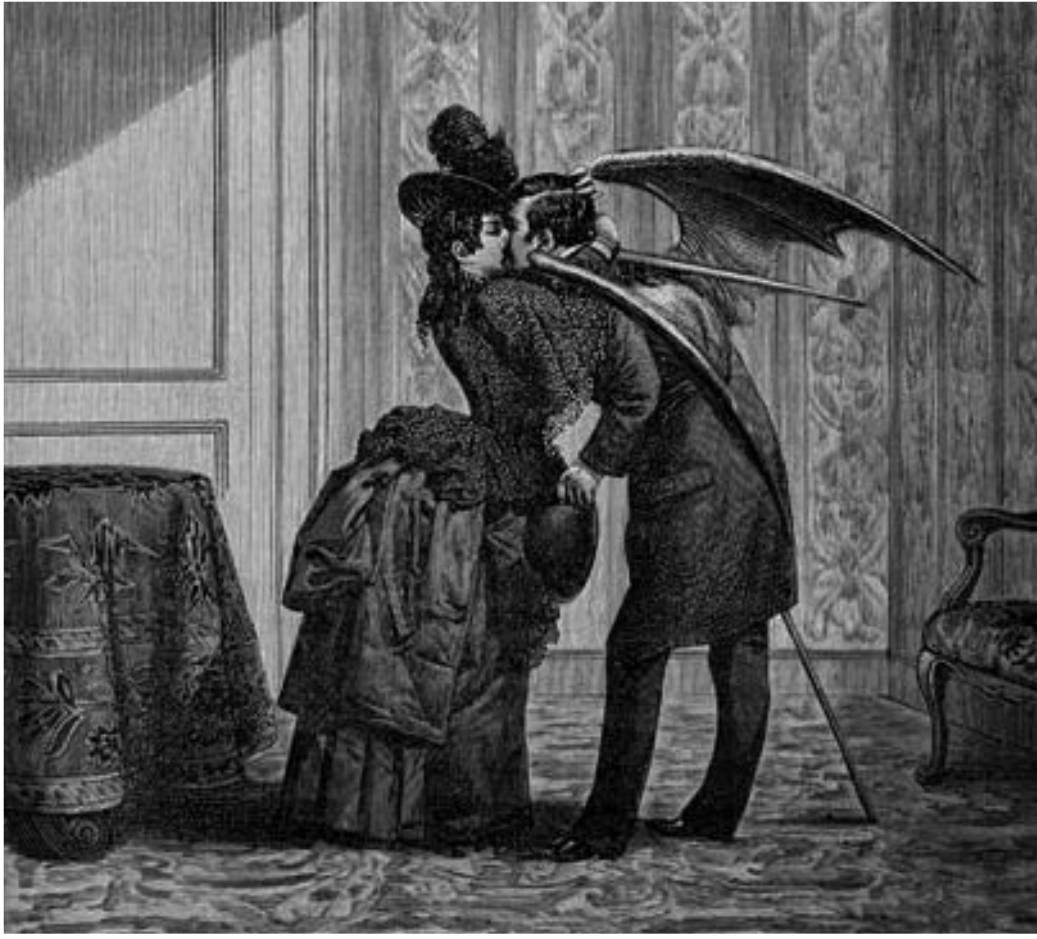
Your very presence weakens the borders between the planes, and makes it easier for souls to pass on to the afterlife. Any non-ally who receives the dying condition within 30 feet of you is automatically affected by doomed 1 and dies at dying 3 instead of dying 4. This counts as a death effect.



Random Tiefling Features

Presented below are random features a tiefling might possess. None of the following features grant characters any special power in excess of their usual abilities. Roll a d100 and consult the table to determine your fiendish features, or choose one or more features that interest you.

d100	Feature
01–02	Your feet are a couple of inches longer than a human's and you have 6 toes.
03–04	You have 4 vestigial horns sprouting from your forehead.
05–06	Your eyeballs are black orbs, with a fluid, slick look to them.
07–08	You don't have any external ears. Instead you have two small cones on the side of your head that serve the same function.
09–10	You have half again as many teeth as a normal human.
11–12	Your head has several pronounced bony ridges under the skin.
13–14	You have vestigial wings on your back, that resemble bat wings.
15–16	Your tongue is forked, causing you to hiss a lot.
17–18	You have no lips and spittle constantly dribbles down your face.
19–20	You have a third eye in the middle of your forehead. You can't see through it, but it watches everyone.
21–22	You have no nose, instead there's a flat piece of skin.
23–24	Your nostrils are flared wide, like those of a bat.
25–26	Your tail isn't scaly like most tieflings, instead it's like that of a rat.
27–28	Your hair is long and dreadlocked. When you cut it, it's back again the next morning.
29–30	You've only got 3 fingers and a thumb on each hand.
31–32	Your eyes are big, wide and can move independently like those of a chameleon.
33–34	Whenever you are angry, illusory flames seem to lick across your skull.
35–36	Your eyelids close vertically rather than horizontally.
37–38	Your canines are extremely pronounced and impossible to conceal, resulting in people sometimes mistaking you for a vampire.



-
- 39-40 Your skin subtly changes color to match your surroundings, though it is not camouflage.
-
- 41-42 Your skin color changes so that it clashes most violently with the colors around you, making finding clothes that match you a bit of a problem.
-
- 43-44 Your laughter is extremely deep and ominous.
-
- 45-46 When you talk, people can hear crackling fires in the background.
-
- 47-48 Your skin feels like sandpaper due to the tiny scales that cover your body.
-
- 49-50 Your tail is barbed.
-
- 51-52 Your tail ends in a vestigial stinger.
-
- 53-54 You smell of sulphur when you sweat.
-
- 55-56 When walking barefoot, part of your footprint always resembles a goat's hoof.
-
- 57-58 Your knees bend backwards when you walk.
-
- 59-60 You have a magnificent set of antlers growing from your forehead.
-



61-62	You're able to unhinge your jaw, and typically swallow your food without chewing first.
63-64	You feel an urge to avoid dogs and sense that they know something about you.
65-66	Dogs know something is wrong with you and always bark at you, even the ones that know you.
67-68	Your touch causes plants and flowers to die, though living creatures are unaffected.
69-70	Your heart beats at double the speed of a human's.
71-72	You're able to rotate your head around like an owl.
73-74	Your body is covered in runes and tattoos. You were born with them, and you don't know their meaning.
75-76	Whenever you drink anything, it always tasted of blood.
77-78	You are completely bald. A mohawk of bone growths covers your head instead.
79-80	Your eyes are the color of embers, flaring into bright flames when you get emotional.
81-82	The back of your arms are covered in vulture feathers.
83-84	Two scaly protrusions rise up from your shoulders.
85-86	You have the legs of a goat.
87-88	Your fingertips are not covered in scales, unlike the rest of you.
89-90	Bone growths rise from your cheeks to your eyebrows, forming a visor of bone.
91-92	Shadows seem to follow you wherever you go, and you always find yourself standing in shadow.
93-94	You have a disconcerting habit of sticking your hands directly into fire, and they seldom get burnt.
95-96	Whenever you touch anything made of wood, you leave behind a burnt handprint, though your hand is not warm enough to set anything aflame.
97-98	You talk to yourself, but answer yourself in a much deeper voice.
99-00	You look completely like a normal human and nothing stands out as fiendish, apart from the two small horns on your forehead.

Tiefling Equipment

Tieflings have access to the following equipment.

FIENDGORE UNGUENT

ITEM

1+

CONSUMABLE

DIVINE

ELIXIR

EVIL

Usage held in 1 hand; **Bulk** L

Activation  Interact

When this unguent—prepared with vile alchemical reagents and the gore of fiends—is applied to a wounded tiefling or evil fiend (not currently at maximum hit points), it momentarily transforms the essence of the target into something even more fearsome and demonic.

While under the effects of a fiendgore unguent, a tiefling or an evil fiend gains an item item bonus on Intimidation checks to Demoralize and to the DC of all spells with the fear descriptor that they cast.

The unguent can only be properly applied to a willing or helpless creature. If applied to a creature other than a tiefling or an evil outsider, it the creature gains sickened 1 instead. The unguent's effects (either beneficial or harmful) last for 1 minute.

Type lesser; **Level** 1; **Price** 3 gp

You gain a +1 item bonus.

Type moderate; **Level** 6; **Price** 35 gp

You gain a +2 item bonus.

Type greater; **Level** 10; **Price** 160 gp

You gain a +3 item bonus.

Type major; **Level** 14; **Price** 675 gp

You gain a +4 item bonus.





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