

## Tiefling の種族特徴（一部公式ルールから変更有り）

- ・能力値修正：+2 Strength, +2 Charisma, -2 Intelligence ないしは任意の能力値 +2
- ・種別：outsider(native/human/tiefling); Favoured Enemy について、Human の対象だが、Evil Outsider の対象外
- ・サイズ：Medium
- ・スピード：30ft.
- ・Darkvision 60ft.
- ・Skilled: 任意の二つのスキルに +2 ボーナス
- ・Spell-Like Ability: Tieflings can use darkness once per day as a spell-like ability. The caster level for this ability equals the tiefling's class level.
- ・Fiendish Resistance: Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.
- ・Fiendish Sorcery: Tiefling sorcerers with the Abyssal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.
- ・外見的特徴を持つ

Advanced Race の代替種族特徴も使用可。

### 特殊能力

Darkness の Spell-like ability の代わりに以下の能力を取得しても良い。

d%	Ability
1	You can animate a 1 HD skeleton , as per animate dead , once per day as a spell-like ability.
2	You possess some type of extra sensory organ , granting you all-around vision.
3	You enjoy being cut. The first time each day you take slashing damage , you gain a +1 bonus on attack and damage rolls for the following round.
4	You can use mage hand 3 times per day as a spell-like ability.
5	Inherited memories grant you a +2 racial bonus on one Knowledge skill of your choice.
6	You can levitate yourself plus 10 pounds at will , as per the spell levitate. This is a supernatural ability.
7	You can eat and gain nourishment from ash , cinders , dust , and sand.
8	You gain a +1 bonus on all attack and damage rolls against good-aligned outsiders.
9	You gain an additional +2 racial bonus on your Charisma.
10	You possess a bite that is treated as a natural weapon and deals 1d4 damage.

11	Once per day you can exhibit a burst of speed , moving as if your base land speed were 50 for one move action.
12	You do not need to sleep. You are not immune to sleep effects.
13	You gain a +2 bonus on saving throws against disease.
14	Your base land speed increases by 5 feet.
15	You possess a fiendishly cunning tongue , granting you a +2 racial bonus on all Diplomacy checks.
16	You have oversized limbs , allowing you to use Large weapons without penalty.
17	You possess claws that are treated as natural weapons and deal 1d4 damage.
18	You gain DR 2/bludgeoning.
19	You gain a Swim speed of 30 feet.
20	You gain a +2 bonus on your CMB.
21	You possess fiendish luck. Once per day you can reroll one die. You must take the result of this second roll.
22	You can detect evil , as per the spell , three times per day.
23	You never need to drink to survive.
24	You can produce a barb from your body once per day. This barb is removable and is treated as a dagger.
25	You gain acid resistance 5.
26	Your body produces searing heat. Any creature that grapples you takes 1d4 points of fire damage per round.
27	You can speak two additional languages spoken by extraplanar beings.
28	Any evil creature you call via summon monster remains for 3 rounds longer than usual.
29	You gain a +1 bonus on all Reflex saving throws.
30	You can alter your shadow to make it appear as any creature or object of your size or smaller.

31	You can burrow through dirt , sand , and loose ground at a rate of 5 feet per round.
32	You can sense weakness , granting you a +1 bonus on all rolls to confirm critical hits.
33	You gain DR 2/silver.
34	You do not lose consciousness until you reach &#8211;5 hit points.
35	You possess long limbs and a powerful grip , features that grant you a +2 racial bonus on all Climb checks.
36	You can communicate telepathically with any sentient creature with which you are in contact.
37	You can use death knell once per day as a spell-like ability.
38	At will , you can spend a full-round action concentrating to receive the benefits of tremorsense 60 feet for 1 round.
39	Once per day you can benefit from a burst of speed , moving at double your normal speed for 1 round.
40	As a full-round action , you can bleed and collect 5 sp worth of precious blood per day.
41	You possess spell resistance equal to 10 + half your Hit Dice.
42	The spell animate dead can return you to life as per the spell raise dead 1d4 times.
43	Your fiendish sorcery ability treats your Charisma as if it were 3 points higher.
44	You are unusually short , granting you all the traits of a Small creature.
45	Your features are subtly malleable , granting you a +2 racial bonus on all Disguise checks.
46	You gain an additional +2 racial bonus on your Intelligence.
47	You can use curse water 3 times per day as a spell-like ability.
48	You are invisible to all unintelligent undead. This is a supernatural ability.
49	You are healed by both positive and negative energy.

50	Your skin is unnaturally tough , granting you a +1 natural bonus to your AC.
51	You can speak to all birds.
52	You gain a +2 bonus on saving throws against poison.
53	You possess the scent special ability.
54	You gain DR 2/piercing.
55	You are unnaturally sly , granting you a +2 racial bonus on all Sleight of Hands checks.
56	Once per day you can spit acid. This glob deals 1d4 points of acid damage and has a range increment of 5 feet.
57	Your body exudes freezing cold. Any creature that grapples you takes 1d4 points of cold damage per round.
58	You heal double the normal amount of damage by resting.
59	You gain a +1 bonus on all Will saving throws.
60	You gain a +2 bonus to your initiative at night.
61	You can manipulate any armor , gauntlets , or shield you wield , causing them to grow spikes. These spikes last only as long as you wear your armor.
62	You can use deathwatch 3 times per day as a spell-like ability.
63	You have some manner of inhuman sensory organ. You gain a +2 bonus on saving throws against gaze attacks.
64	Once per day , for 1 round , you may see through any substance less than 5 feet thick except for lead as if it were glass. This is a supernatural ability.
65	Your strange physiology grants you a +2 racial bonus on all Acrobatics checks.
66	You can drink and gain nourishment from ash , cinders , dust , and sand.
67	Your eyes glow fiendishly and you possess the see in darkness ability as if you were a devil.
68	You gain damage reduction 2/cold iron.

69	You can use fog cloud once per day as a spell-like ability.
70	You are aware of and can choose the result of any attempt to detect your alignment.
71	You can spend a full-round action once per day eating from a corpse to regain 1d6+1 hit points.
72	You can communicate telepathically with any evil creature within 50 feet.
73	You can use minor image 3 times per day as a spell-like ability.
74	Once per day , as a spell-like ability , you can animate a Small or smaller object for a number of rounds equal to your level. Treat this object as an animated object.
75	You gain sonic resistance 5.
76	You can hold your breath for 3 rounds longer than normal.
77	You can speak to insects.
78	Your skin is spiky. Any creature that attempts to grapple you takes 1d4 points of damage.
79	You receive a +1 bonus on all Fortitude saving throws.
80	You gain a +2 bonus on your CMD.
81	You can use rage on yourself once per day as a spelllike ability.
82	You gain a +2 bonus on saving throws against mindaffecting effects.
83	Once per day exposure to fire heals you 1d6 hit points. This does not negate fire damage.
84	You are immune to magic sleep and paralysis effects.
85	Supernatural awareness grants you a +2 racial bonus on all Perception checks.
86	Your anatomy is slightly unusual , giving you a 15% chance to ignore any critical hit.
87	You can survive on one-quarter the amount of food and water a human requires.

88	Any damage you deal with a melee weapon is treated as evil for the purposes of overcoming damage reduction.
89	You can use inflict light wounds once per day as a spelllike ability.
90	You gain an additional +2 racial bonus on your Wisdom.
91	You gain damage reduction 2/slashing.
92	You can see creatures on the Ethereal Plane.
93	Once per day you may ask a corpse one yes-or-no question , as per the spell speak with dead. This is a spell-like ability.
94	You gain a +2 bonus on saving throws against nausea.
95	You are flexible and slightly slimy , possessing a +2 racial bonus on all Escape Artist checks.
96	You can use ventriloquism at will as a spell-like ability.
97	As a standard action , once per day , you may suppress your unusual tiefling physical features for a number of minutes equal to your Con modifier , thus appearing human.
98	You receive +1 bonus hit point per level.
99	Once per week you may mentally contact a fiendish ancestor to gain information , as per the spell commune. This is a spell-like ability.
100	Roll on this table twice , ignoring any further rolls of 100.

### 外見の特徴

d%	Feature
1	Arms: Elbow spurs
2	Arms: Oversized limb
3	Arms: Stony forearms
4	Arms: Tentacle-like
5	Arms: Undersized limb
6	Build: Emaciated
7	Build: Hunchback

8	Build: Obese
9	Build: Unnaturally light
10	Build: Unnaturally heavy
11	Digits: Abnormally long
12	Digits: Extra digits
13	Digits: Extra joints
14	Digits: No nails
15	Digits: Odd number
16	Ears: Bat-like
17	Ears: Missing
18	Ears: Pig-like
19	Ears: Pointed
20	Ears: Other
21	Eyes: Cyclopic
22	Eyes: Goat-like
23	Eyes: Glowing
24	Eyes: Smoking
25	Eyes: Other
26	Face: Canine muzzle
27	Face: Insectile mandibles
28	Face: Missing nose
29	Face: Underdeveloped features
30	Face: Other
31	Hands: Backward-bending fingers
32	Hands: Extra thumbs
33	Hands: Pincers
34	Hands: Suckered
35	Hands: Other
36	Head: Animalistic
37	Head: Animate hair
38	Head: Bald
39	Head: Malformed
40	Head: Other
41	Horns: Draconic

42	Horns: Metallic
43	Horns: Ram-like
44	Horns: Vestigial
45	Horns: Other
46	Legs: Backward-bending
47	Legs: Cloven feet
48	Legs: Frog-like
49	Legs: Bird-like
50	Legs: Other
51	Skin: Feathered
52	Skin: Loose
53	Skin: Patterned
54	Skin: Rotting
55	Skin: Scaled
56	Skin: Slimy
57	Skin: Strangely colored
58	Skin: Translucent
59	Skin: Variable color
60	Skin: Other
61	Tail: Aquatic
62	Tail: Fiendish
63	Tail: Mammalian
64	Tail: Reptilian
65	Tail: Other
66	Teeth: Blunt
67	Teeth: Fanged
68	Teeth: Metallic
69	Teeth: Needle-like
70	Teeth: Other
71	Other: Forked tongue
72	Other: Eyestalks
73	Other: Vestigial limb
74	Other: Extraneous nipple
75	Other: Inhuman voice



76	Other: Profane birthmark
77	Other: Strange smell
78	Other: Emits strange noises
79	Other: Fungal/leafy growths
80	Other: Incontrollable twitch
81	Other: Bleeding pores
82	Other: Androgynous
83	Other: External organ
84	Other: Whistling umbilicus
85	Other: No shadow
86	Other: Missing joint
87	Other: Unnatural temperature
88	Other: Avian snood
89	Other: Infested
90	Other: Bony ridges
91	Other: Hermaphroditic
92	Other: Spinneret
93	Other: Antennae
94	Other: Exoskeleton
95	Other: Incongruous footprints
96	Other: No reflection
97	Other: Internal glow
98	Other: Smoking breath
99	Roll twice ignore any result of 99 or higher.
100	Roll three times ignore any result of 99 or higher