



# PLAYER'S OPTIONS Aasimars, Tieflings, and Elemental Templates

## CREDITS

Designer — Patricia Willenborg Editor — Connie J. Thomson Publisher — Robert W. Thomson Logo Design — Kristen M. Collins Cover Art – Joe J. Calkins and Cerberusart.com Interior Art — V. Shane, Shaman's Stockart Some artwork copyright Larry Elmore, used with permission (see OGL on page 13). Interior Layout — Connie J. Thomson

Several of the spells mentioned are originally found in various Pathfinder Campaign Setting books, Adventure Paths or Player's Companions. Full descriptions of each of those spells can be found at the d2oPFSRD (d2opfsrd.com).

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4 Winds Fantasy Gaming 1305 14th Avenue South Great Falls, MT 59405 USA

## **INTRODUCTION**

Have you ever wanted to play an aasimar, tiefling or elemental-kin, but you also wanted to play a halfling or an elf? Or maybe you've just always wondered why, if outsiders regularly mate with humans to produce aasimars, tieflings and elemental-kin, why don't they do the same with dwarves, gnomes or even minotaurs? The answers to those questions are, you can and they do!

*Player's Options: Aasimars, Tieflings, and Elemental Templates* turns each breed into a template that can be easily applied to any humanoid or monstrous humanoid race, allowing players to create halfling aasimar, half-orc tieflings, or djinni-kin minotaurs. Each of the three types is further broken down into multiple templates, depending on the exact lineage of the character, giving players a total of eighteen new options to customize their characters!

*Player's Options: Aasimars, Tieflings, and Elemental Templates* reveals the wide variety of powers and physical changes that can be passed down for generations after an outsider has left its mark on a mortal family. Players can now refine their characters' origins and take full advantage of the unpredictable and exciting ways that planetouched characters vary from one another. There is a lot more than meets the eye in the descendants of the planes, and a lot more fun to be had in portraying them.

## **TEMPLATES**

All of the templates in this book are inherited templates that can be applied to humanoids or monstrous humanoids. While some outsiders resemble humanoids and interbreed with them easily, others have used natural abilities, magic items, or spells to blend with the races they encounter. None of the planar bloodlines in this book possess racial Hit Dice. Size and type will remain unchanged, unless the individual template indicates otherwise. All spell-like abilities are cast as a sorcerer of the character's level, and the save DCs are Charisma-based.

Many characters do not know the secrets of their blood, but their gifts depend on their particular lineage. And while mortals can easily lose track of family ties, immortal outsiders might recognize familiar traits. At the GM's discretion, outsiders who encounter a character with one of the templates in this book could make a Knowledge (planes) check (DC 10-20, GM's discretion) to identify a character's likely progenitor. Recognition could grant the character a +2 racial bonus to social rolls with outsiders that are friendly to their kind, or a similar penalty to social rolls with outsiders that are their natural enemies.

Most planar offspring show some sign of their ancestry, even if it is small or easily waved away as a simple birthmark. Each template includes a list of likely physical characteristics to choose from, and although they are usually cosmetic and nonthreatening, they can become more powerful over time.

Each type of template - aasimar, tiefling and elemental - has base information that all creatures of its type share. Each then has a variety of options for specific heritage (such as hound archon aasimar or succubus tiefling). The character also receives the abilities and bonuses from the custom option (in some cases, an ability from a heritage option replaces an ability from the base option, such as the hound archon aasimar's electricity resistance 15 that is gained in place of the base aasimar's cold resistance 5, electricity resistance 5, and fire resistance 5). Languages are also noted, along with bonus languages. Characters begin with these languages in addition to the languages from their base race (elf, human, orc, etc.) and bonus languages are chosen from among both the base race bonus languages and the template bonus languages.

## AASIMAR

Aasimar spring from beings that naturally inhabit the glorious realms of Elysium, Heaven, and Nirvana. They share the following characteristics (unless stated otherwise):

**Senses**: Darkvision 60 ft.

**Celestial Affinity**: Aasimar sorcerers with the Celestial or Maestro bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities. Clerics with the Good domain cast their domain powers and spells at +1 caster level. Aasimars always gain a +2 to checks to summon the same kind of outsider from which they descend.

**Celestial Resistances**: Aasimars have cold resistance 5, electricity resistance 5, and fire resistance 5.

**Languages**: Aasimars begin play speaking Common and Celestial. Aasimars with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.

## HOUND ARCHON AASIMAR

**+2 Strength, +2 Wisdom, -2 Dexterity**: Hound archon aasimars move slowly, carefully, and forcefully.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1 Acrobatics

- 2 Intimidate
- 3 Perception
- 4 Sense Motive
- 5 Stealth
- 6 Survival

**Ability**: Choose either the lesser scent ability or a spell-like ability, as detailed below.

**Lesser Scent (Ex)**: Once per day, the aasimar can benefit from a muted scent ability. They can detect opponents within 15 feet by smell, within 30 feet if upwind, and within 10 feet if downwind.

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

1 aid

2 comprehend languages

3 detect evil

4 light (2/day)

5 protection from evil

6 magic weapon

**Resistance(s)**: Electricity resistance 15 (instead of the standard celestial resistances).

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

1 canine ears

2 canine teeth

- 3 dog-like eyes
- 4 fur on the head
- 5 glowing eyes
- 6 snout-like nose structure

## LILLEND AASIMAR

+2 Constitution, +2 Charisma, -2 Strength: Lillend aasimars have endurance and beauty but less in the way of physical prowess.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1 Bluff



**Ability**: Choose either the natural performer ability or a spell-like ability, as detailed below.

**Natural Performer (Su)**: The aasimar can use one type of bardic performance available to bards at 1<sup>st</sup> level (choose one performance only; once the choice is made, it is permanent).

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1 charm person 2 light (2/day) 3 share language 4 sleep 5 suggestion 6 vanish

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

1 feathery hair

- 2 golden scales
- 3 large, vibrantly colored pupils
- 4 long, pointed ears
- 5 small, feathered wings

6 wide, almond-shaped eyes

## **MOVANIC DEVA AASIMAR**

+2 Strength, +2 Intelligence, -2 Wisdom: Movanic deva aasimars gleam with power and competence but are more adept with swords than sound judgment.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1 Diplomacy

- 2 Intimidate
- 3 Perception 4 Sense Motive
- 5 Stealth
- 6 Survival
- 6 Survival

**Ability**: Choose either the smite evil ability or a spell-like ability, as detailed below.

**Smite Evil (Su)**: Once per day, the aasimar can use a smite as per the paladin ability. If the aasimar acquires a class with the smite ability, their racial ability adds one more time per day they are able to activate their power.

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

1 cure moderate wounds

2 detect evil

3 flare burst

4 hide from animals

5 remove fear

6 vanish

5

**Resistance(s)**: Acid resistance 5, cold resistance 5, and electricity resistance 5 (instead of the standard celestial resistances).

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

1 feathery hair 2 muscular body 3 pale skin 4 sharp, angular features 5 small, feathered wings 6 white hair

## **ELEMENTAL BREEDS**

Elemental breeds derive from beings that inhabit the Elemental Planes of Air, Earth, Fire, and Water. They have many differences, but they share the following characteristics (unless stated otherwise):

Senses: Darkvision 60 ft.

**Elemental Affinity**: Sorcerers with the elemental bloodline appropriate to their type (such as the fire bloodline for flameblooded) treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Sorcerers descended from genies can choose to benefit from either the djinni bloodline or the elemental bloodline that matches their type. Clerics with a domain appropriate to their type cast their domain powers and spells at +1 caster level. Elemental sorcerers always gain a +2 to checks to summon the same kind of outsider from which they originate.

**Resistances**: Aether-kin gain electricity resistance 5, flameblooded gain fire resistance 5, terrafolk gain acid resistance 5, and tideborn gain cold resistance 5.

## **AETHER-KIN**

Aether-kin arise from outsiders with connections to the Elemental Plane of Air.

**Languages**: Aether-kin begin play speaking Common and Auran. Those with high Intelligence scores can choose any of the following bonus languages: Aquan, Dwarven, Elven, Gnome, Halfling, Ignan, and Terran.

### **AIR-KIN**

+2 Dexterity, +2 Intelligence, -2 Wisdom: Air-kin are swift in body and mind, but apt to act rashly.

Movement: +10 to base speed.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1 Acrobatics

2 Escape Artist

3 Fly

- 4 Perception
- 5 Sense Motive
- 6 Stealth

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

1 alter winds 2 expeditious retreat 3 feather fall 4 feather step 5 floating disk 6 levitate (if this spell is acquired, the air-kin does not gain +10 to their base speed) **Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

- 1 constant light breeze surrounding the body
- 2 delicate bone structure
- 3 pale skin
- 4 semi-translucent eye color
- 5 swirling birthmark patterns
- 6 white, silver or gray hair

### DJINNI-KIN

+2 Dexterity, +2 Wisdom, -2 Constitution: Djinni-kin are as sinuous and contemplative as smoke, but more frail than usual.

**Swift Defense (Ex)**: The djinni-kin can choose one of the following feats as a bonus feat: Combat Casting, Combat Reflexes, Dodge, or Improved Initiative.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Appraise
- 2 Craft
- 3 Perception
- 4 Sense Motive
- 5 Spellcraft
- 6 Stealth

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

- 1 beguiling gift
  - 2 crafter's fortune
  - 3 create wine (like create water; 2/day)
  - 4 dream feast
  - 5 silent image
  - 6 *gust of wind* (if this spell is acquired, the djinnikin does not gain swift defense)

\*\* Instead of the spell choices above, descendants of noble djinn can cast any 1<sup>st</sup>-level spell 1/day, so long as another character expresses a wish for it out loud. The spell must be cast according to the wisher's specifications. If this ability is chosen, the djinni-kin does not gain swift defense.

**Resistances**: Acid resistance 5 (instead of electricity resistance).

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

1 constant light breeze surrounding the body

- 2 tall, with large bones
- 3 bronzed skin
- 4 semi-translucent eye color
- 5 swirling birthmark patterns
- 6 dark, silver or gray hair

### LIGHTNING-KIN

+2 Dexterity, +2 Charisma, -2 Strength: Although lightning-kin are tenacious, their force is brief.

**Lesser Spark Leap (Ex)**: The lightning-kin gains a +2 racial bonus on bull rush, disarm, overrun, and trip attacks when they charge a creature that is wearing, holding, or made of metal.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Acrobatics
- 2 Escape Artist
- 3 Fly
- 4 Intimidate
- 5 Perception
- 6 Sense Motive

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

- 1 anticipate peril
- 2 *dazzling blade*
- 3 expeditious retreat
- 4 jump
- 5 shocking grasp
- 6 *defensive shock* (if this spell is acquired, the lightning-kin does not gain lesser spark leap)

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

- 1 constant light breeze surrounding the body
- 2 gives off static electricity often
- 3 random sparks in their hair
- 4 smells of ozone
- 5 semi-translucent eye color
- 6 white, silver or gray hair

## FLAMEBLOODED

Flameblooded benefit from the legacy of outsiders that occupy the Elemental Plane of Fire.

**Languages**: Flameblooded begin play speaking Common and Ignan. Those with high Intelligence scores can choose any of the following bonus languages: Aquan, Auran, Dwarven, Elven, Gnome, Halfling, and Terran.

#### AZERBLOODED

**+2 Constitution, +2 Intelligence, -2 Charisma**: Azerblooded are hardy and crafty but emotionally removed.

**Metalfriend**: The azerblooded gains a +2 racial bonus on Appraise, Craft and Knowledge checks that deal with metal. If the azerblooded acquires Appraise or Craft bonuses from the list below, metalfriend stacks to provide a total of +4 when dealing with metal items.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:



1 Acrobatics

- 2 Appraise
- 3 Climb
- 4 Craft
- 5 Perception
- 6 Sense Motive

Spell-Like Abilities: Roll 1d6 or choose one spell-

like ability to cast 1/day:

- 1 burning disarm
- 2 burning hands
- 3 crafter's fortune
- 4 endure elements
- 5 produce flame
- 6 *elemental touch* (fire only; if this spell is acquired, the character does not gain metalfriend)

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

- 1 hair that flickers with thick red and orange highlights
- 2 heat ripples around the character
- 3 hot to the touch
- 4 metallic sheen to skin
- 5 molten metallic eye color
- 6 squat (4 ft. tall)

#### EFREETIBLOODED

+2 Strength, +2 Wisdom, -2 Constitution: Efreetiblooded are powerful figures but are more fragile than they would like to be.

**Genie's Gift (Sp)**: The efrectiblooded can cast any 1<sup>st</sup>-level spell 1/day, so long as another character expresses a wish for it out loud. The spell must be cast



according to the wisher's specifications.

Skilled: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Bluff
- 2 Disguise
- 3 Intimidate
- 4 Perception
- **5** Sense Motive
- 6 Stealth

Spell-Like Abilities: Roll 1d6 or choose one spelllike ability to cast 1/day:

- 1 enlarge person
- 2 produce flame
- 3 reduce person
- 4 silent image
- 5 vanish
- 6 elemental touch (fire only; if this spell is acquired, the efreetiblooded does not gain genie's gift)

\*\* Instead of the spell choices above, descendants of noble efreet can cast heat metal 1/day but do not gain genie's gift.

Physical Characteristics: Roll 1d6 or choose one or more of the following traits:

- 1 red skin
- 2 glowing red eyes
- 3 hot to the touch
- 4 small black horns
- 5 smells of smoke
- 6 smoke rises from the character

## **FIREBLOODED**

+2 Dexterity, +2 Charisma, -2 Intelligence: Fireblooded are lithe and lovely, but prefer movement to study.

Ignite (Su): The fireblooded can create a spark effect 2/day on targets, as well as on attended objects. If the spell is aimed at a target or a target's carried belongings, the target can make a Reflex save to resist.

Skilled: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Acrobatics
- 2 Climb
- 3 Escape Artist
- 4 Intimidate
- 5 Perception
- 6 Sense Motive

Spell-Like Abilities: Roll 1d6 or choose one spelllike ability to cast 1/day:

1 burning disarm

- 2 burning hands
- 3 flare burst
- *4 produce flame*
- 5 snapdragon fireworks
- 6 burning gaze (if this spell is acquired, the fireblooded does not gain ignite)
- Physical Characteristics: Roll 1d6 or choose one or more of the following traits:
  - 1 eyes that glow like embers when angered
  - 2 hair that flickers with thick red and orange highlights
  - 3 hot to the touch
  - 4 red or orange skin
  - 5 smells of smoke
  - 6 smoke rises from the character

## TERRAFOLK

Terrafolk result from pairings with creatures from the Elemental Plane of Earth.

Languages: Terrafolk begin play speaking Common and Terran. Terrafolk with high Intelligence scores can choose any of the following bonus languages: Aquan, Auran, Dwarven, Elven, Gnome, Halfling, Ignan, and Undercommon.

## EARTHFOLK

+2 Strength, +2 Wisdom, -2 Dexterity: Earthfolk are strong in mind and body, but slow to move.

Movement: Burrow (10 ft.)

Skilled: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Appraise
- 2 Climb
- 3 Intimidate
- **4** Perception
- 5 Stealth
- 6 Survival

Spell-Like Abilities: Roll 1d6 or choose one spell-

like ability to cast 1/day: 1 endure elements

- 2 expeditious excavation
- *3 hairline fractures*
- 4 magic stone
- 5 stone fist
- 6 *stone call* (if this spell is acquired, the earthfolk does not gain a burrow speed)

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

- 1 crystalline growths
- 2 deep voice
- 3 gem-like eyes
- 4 large, imposing bone structure
- 5 metallic sheen to skin
- 6 stone-like or gravelly skin



## SANDFOLK

+2 Constitution, +2 Intelligence, -2 Charisma: Sandfolk are sturdy in body and mind but awkward with others.

**Sand Slip (Ex)**: The sandfolk gains a +2 racial bonus to Acrobatics and Stealth checks made in sand, and +2 on all Escape Artist checks. If the sandfolk acquires Acrobatics or Stealth bonuses from the list below, sand slip stacks to provide a total bonus of +4.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Acrobatics
- 2 Bluff
- 3 Climb
- 4 Perception
- 5 Sense Motive
- 6 Stealth

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

- 1 anticipate peril
  - 2 endure elements
  - *3 reduce person*
  - 4 sleep
  - 5 stone fist
  - 6 *dust of twilight* (if this spell is acquired, the sandfolk does not gain sand slip)

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

- 1 cloud of dust around the character
- 2 grainy skin texture
- 3 sand-colored skin
- 4 shifting muscle twitches
- 5 specks of sand in hair
- 6 tall, large bone structure

## SHAITAN-FOLK

**+2 Constitution, +2 Charisma, -2 Dexterity:** Shaitan-folk are hale and attractive but lumbering.

**Stone Rush (Ex)**: The shaitan-folk gains the Improved Bull Rush feat regardless of meeting the prerequisites.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1 Appraise

2 Bluff

3 Climb

4 Craft

**5** Perception

6 Sense Motive

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

1 anticipate peril

1 unitcipute p

- 2 break
- 3 color spray 4 expeditious excavation

5 stone fist

6 *glitterdust* (if this spell is acquired, the shaitanfolk does not gain stone rush)

\*\* Instead of the spell choices above, descendants of noble shaitan can cast *stone call* 1/day but do not gain stone rush.

**Resistances**: Electricity resistance 5 (instead of acid resistance).

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

1 crystalline growths

- 2 deep voice
- 3 gem-like eyes
- 4 hairless
- 5 polished stone-like skin
- 6 towering height

## TIDEBORN

The tideborn trace their ancestry to outsiders from the Elemental Plane of Water.

**Languages**: Tideborn begin play speaking Common and Aquan. Tideborn with high Intelligence scores can choose any of the following bonus languages: Auran, Dwarven, Elven, Gnome, Halfling, Ignan, and Terran.

#### **ICEBORN**

**+2 Constitution, +2 Intelligence, -2 Strength**: Iceborn have solid health and frosty intellects, but remain delicate.

**Snow Vision (Ex)**: The iceborn can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Intimidate
- 2 Perception
- 3 Sense Motive
- 4 Stealth
- 5 Survival
- 6 Swim

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

- 1 expeditious excavation (ice and snow only)
- 2 frostbite
- 3 icicle dagger
- 4 obscuring mist
- 5 spider climb (ice and snow only)
- 6 *unshakeable chill* (if this spell is acquired, the iceborn does not gain snow vision)

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

- 1 cold to the touch
- 2 frosty breath
- 3 pale skin
- 4 semi-translucent eye color
- 5 snowflakes appear in hair
- 6 white or gray eye color

## **MARID-BORN**

**+2 Strength, +2 Charisma, -2 Constitution**: Marid-born make quite an impression physically and socially, but are ultimately frail.

**Giant Form (Su)**: The marid-born can benefit from an *enlarge person* effect on themselves only, 1/ day.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Craft
- 2 Diplomacy
- 3 Perception
- 4 Sense Motive
- 5 Stealth
- 6 Swim

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

- 1 create water (2/day)
  - 2 detect magic (2/day)
  - 3 hydraulic push
  - 4 obscuring mist
  - 5 vanish
  - 6 *frigid touch* (if this spell is acquired, the maridborn does not gain giant form)

\*\* Instead of the spell choices above, descendants of noble marids can cast *summon monster II* (water elementals only) 1/day but do not gain giant form.

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

- 1 light blue-green skin
- 2 mottled birthmarks
- 3 naturally hairless
- 4 pearlescent teeth
- 5 sea blue eyes





#### WATERBORN

**+2 Strength, +2 Wisdom, -2 Intelligence**: Waterborn are strong above and below the surface, but are less focused on particulars.

Movement: Swim (30 feet).

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Acrobatics
- 2 Escape Artist
- 3 Perception
- 4 Sense Motive
- 5 Stealth
- 5 Steann
- 6 Swim

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1 create water (2/day)

- 2 endure elements
- *3 hydraulic push*
- 4 icicle dagger

5 summon nature's ally I (dolphin only)

6 *frigid touch* (if this spell is acquired, the waterborn does not gain a swim speed)

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

1 blue or green hair

- 2 blue or green skin
- 3 mottled birthmarks
- 4 semi-translucent eye color
- 5 slightly damp to the touch
- 6 smells of the ocean

## **TIEFLINGS**

Tieflings are the issue of creatures spawned in the twisted pits of Abaddon, the Abyss, and Hell. They might develop in a myriad of strange ways, but they share the following characteristics (unless stated otherwise):

Senses: Darkvision 60 ft.

**Fiendish Affinity**: Tiefling sorcerers with the Abyssal or Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities. Clerics with the Evil domain cast their domain powers and spells at +1 caster level. Tieflings always gain a +2 to checks to summon the same kind of outsider they stem from.

**Fiendish Resistances**: Tieflings have acid resistance 5, cold resistance 5, and fire resistance 5.

**Languages**: Tieflings begin play speaking Common and either Abyssal or Infernal. Tieflings with high Intelligence scores can choose any of the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, and Orc.

## **ERINYES TIEFLING**

+2 Dexterity, +2 Wisdom, -2 Intelligence: Erinyes tieflings are lithe and perceptive, but impatient.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Acrobatics
- 2 Bluff
- 3 Diplomacy
- 4 Escape Artist
- 5 Intimidate
- 6 Perception

**Ability**: Choose either the swift vengeance ability or a spell-like ability, as detailed below.

**Swift Vengeance (Ex)**: The erinyes tiefling can choose one of the following feats as a bonus feat: Combat Reflexes, Dodge, Point-Blank Shot.

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

1 animate rope 2 bane 3 cause fear 4 dread bolt 5 infernal healing 6 silent image Physical Characteristics: Roll 1d6 or choose one or more of the following traits: 1 black or vividly red hair 2 blood droplet birthmarks 3 clawed fingernails 4 long, pointed ears

5 pale skin

6 small, black

wings

## NIGHT HAG TIEFLING

+2 Constitution, +2 Intelligence, -2 Charisma: Night hag tieflings are bolstered by blood and acumen, but are inherently disturbing to others.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Bluff
- 2 Diplomacy
- 3 Disguise
- 4 Intimidate
- 5 Perception
- 6 Spellcraft

**Ability**: Choose either the nightmare immunity ability or a spell-like ability, as detailed below.

**Nightmare Immunity (Su)**: The night hag tiefling is immune to attacks through dreams, whether they are ethereal or magical in origin.

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1 detect good 2 detect magic (2/day) 3 invisibility 4 magic missile 5 ray of enfeeblement 6 sleep

**Resistances**: Immunity to magical sleep effects, +2 racial bonus versus charm and fear effects (instead of the standard fiendish resistances).

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

1 clawed fingernails

- 2 fangs
- 3 marked thinness
- 4 purplish skin
- 5 small horns
- 6 sharp features

## SUCCUBUS TIEFLING

+4 Charisma, -4 Wisdom. Succubus tieflings are startlingly beautiful but can be incredibly unwise.

**Skilled**: Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

- 1 Acrobatics
- 2 Bluff
- 3 Diplomacy
- 4 Disguise
- 5 Escape Artist
- 6 Perception

**Ability**: Choose either the lesser profane gift ability or a spell-like ability, as detailed below.

**Lesser Profane Gift (Su)**: Once per day as a fullround action, the succubus tiefling can grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +1 profane bonus to one ability score of his choice. The succubus tiefling can only grant one bonus to one creature at a time, and it lasts for one minute/caster level. The succubus tiefling cannot benefit personally from this gift, nor can they take the gift back before the duration has elapsed.

**Spell-Like Abilities**: Roll 1d6 or choose one spell-like ability to cast 1/day:

- 1 charm person
- 2 chill touch
- 3 comprehend languages
- 4 detect thoughts
- 5 disguise self
- 6 unnatural lust

**Physical Characteristics**: Roll 1d6 or choose one or more of the following traits:

1 cloven feet 2 clawed fingernails 3 fleshy tail

- 4 red-tinged skin
- 5 small, bat-like wings
- 6 tiny horns

## RACIAL FEAT ALLOWANCES

The planar bloodlines in this book can use their race to qualify for feats like Arcane Talent, Blood Ties, and Pass For Human. Terrafolk templates qualify for Improved Ironhide and Stone Singer, and flameblooded qualify for Fire God's Blessing. Tieflings are allowed to take Babble-Peddler and Experienced Vagabond, and aasimar can obtain Sociable. Hound archon aasimar can take Keen Scent.

## **NEW FEATS**

## ADVANCED ENERGY RESISTANCE [GENERAL]

**Prerequisite:** Natural energy resistance 5 to at least one form of energy.

**Benefit**: The character's resistance to one type of energy increases to 15. This only applies to one type of energy at a time, even if they have resistances to more than one type of energy.

**Special**: This feat can be taken more than once, improving a different type of energy each time. Its effects do not stack.

## BITE ATTACK [GENERAL]

**Prerequisite**: Naturally occurring fangs or reinforced teeth (such as those that can be found in hound archon aasimars, shaitan-folk, and night hag tieflings).

**Benefit:** The character gains a natural bite attack that does damage based on the character's size category: 1d4 for Small, 1d6 for Medium, and 1d8 for Large characters. Damage is multiplied by 2 for a critical hit.

This counts as a primary attack, or a secondary attack if the character is using a held weapon.

### CLAW ATTACK [GENERAL]

**Prerequisite**: Naturally occurring claws or claw-like fingernails (such as those that can be found in tieflings).

**Benefit**: The character gains a natural claw attack that does damage based on the character's size category: 1d3 for Small, 1d4 for Medium, and 1d6 for Large characters. Damage is multiplied by x2 for a critical hit. This counts as a primary attack, or a secondary attack if the character is using a held weapon.

## FLEXIBLE SPELL-LIKE ABILITY [GENERAL]

**Prerequisite:** A spell-like ability drawn from a list of possible choices, planar bloodline.

**Benefit**: The character can choose to use a different spell-like ability from their template's list each day. A character who takes this feat forfeits their template's racial skill bonuses.

**Normal**: A character from a planar bloodline in this book usually gets to choose one spell-like ability from their template's list, and the choice is permanent.

#### HYPNOTIC GAZE [GENERAL]

**Prerequisite**: Noticeably and naturally otherwordly eyes (such as can be found in lillend aasimars, air-kin, djinni-kin, lightning-kin, azerblooded, efreetiblooded, fireblooded, iceborn, waterborn).

**Benefit**: The character's unusual eyes can fascinate others who stare into them. The character is able to use *hypnotism* 1/day as a spell-like ability, cast as a sorcerer of their class level. The target must be within 10 feet of the character and looking at them to be affected.

### IMPROVED MANEUVERABILITY [General]

**Prerequisite:** The ability to fly (such as through the Wings or Natural Buoyancy feats).

**Benefit**: The character's maneuverability improves by one category each time this feat is taken.

**Normal**: Maneuverability remains unchanged for most flying creatures, given their natural dimensions and limitations.

**Special**: This feat can be chosen more than once, though it cannot grant more than perfect maneuverability.

#### MOIST [GENERAL]

**Prerequisite:** Natural dampness (such as can be found in waterborn and marid-born).

**Benefit**: The character's naturally moist condition grants them a +2 racial bonus on Reflex saves to avoid catching on fire (either from magical or natural effects)

and a +2 racial bonus to all Escape Artist checks. If they have 10 or more ranks in Escape Artist, the bonus increases to +4 for that skill.

## NATURAL BUOYANCY [GENERAL]

**Prerequisite**: Planar bloodline that comes from an ancestor that has natural means of floating, but does not have wings (such as air-kin, djinni-kin, lightning-kin, and efreetiblooded)

**Benefit:** The character has developed enough of a natural buoyancy that they can fly at their base land speed with average maneuverability without any visible means of holding themselves in the air. A medium or heavy load that would affect land speed affects flight speed accordingly.

**Normal**: Some outsiders are held up by the element of air itself but such powerful buoyancy tends to be lost within a generation or two.

**Special**: This feat qualifies the character for feats related to flight, such as Flyby Attack, Hover, and Wingover.

## PLANAR YEARS [GENERAL]

Prerequisite: Character level 5<sup>th</sup>, any planar bloodline.

**Benefit**: The character reflects the undying, unchanging nature of outsiders by aging at a slower rate than the norm for their base race. The character takes half again as many years to progress to each age category above adulthood. The maximum number of years that the character can live is improved by doubling the number of percentile dice that are rolled. For instance, an earthfolk dwarf with this feat would reach adulthood at 40, would be middle aged at 187, old at 282, venerable at 375, and would add 375 to 4d% to determine their maximum age.

**Special**: This feat cannot be taken more than once.

#### PLEASANT SCENT [GENERAL]

**Prerequisite**: A naturally occurring odor that lingers around the character (as can be found in lightning-kin, efreetiblooded, fireblooded, and waterborn).

**Benefit**: The scent that follows in the character's wake arouses pleasant memories and associations in others, whether they consciously realize it or not. The character can activate *calm emotions* as a spell-like ability and as sorcerer of their class level, 1/day. This ability only affects living creatures that are able to smell and are within 20 feet of the character, and the character gains +2 to their save DC versus creatures with Scent or a similarly enhanced sense of smell.

## SPELL-LIKE ABILITY EVOLUTION [GENERAL]

**Prerequisite**: A spell-like ability drawn from a list of possible choices, planar bloodline.

**Benefit**: The character can choose another spell-like ability from the list of spells possible for their template in place of the one they already have. This switch is permanent unless undone by taking this feat again. It does not allow the character to switch back and forth between spells at will or to use more than their daily allotment.

**Normal**: A character from a planar bloodline in this book usually gets to choose one spell-like ability from their template's list, and the choice is permanent.

**Special**: This feat can be taken more than once, but no more than once every 3 levels.

#### **REFLECTIVE GAZE** [GENERAL]

**Prerequisite**: Character level 4<sup>th</sup>, eyes that naturally appear like a stony or polished surface (azerblooded, earthfolk, shaitan-folk).

**Benefit:** When saving versus a gaze attack, roll two dice and take the more favorable result. On a roll of a natural **20**, the gaze effect is redirected back onto the creature that originated it.

#### **REINFORCED ANATOMY** [GENERAL]

**Prerequisite**: Character level 7<sup>th</sup>, planar bloodline derived from true elementals (such as air-kin, lightning-kin, fireblooded, earthfolk, sandfolk, iceborn, and waterborn).

**Benefit:** The character's body carries their ancestor's inherent toughness, granting them a 25% chance to ignore critical hits or sneak attacks. This bonus increases to 50% at 10th level.

## TAIL ATTACK [General]

**Prerequisite**: Succubus tiefling or another breed with a naturally occurring tail.

**Benefit**: The character gains a natural tail attack that does damage based on the character's size category: 1d4 for Small, 1d6 for Medium, and 1d8 for Large characters. Damage is multiplied by 2 for a critical hit. This counts as a primary attack, or a secondary attack if the character is using a held weapon. Given the tail's relative size, weight, and control, the character only applies half their Strength to a damage roll.

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## ULTIMATE ENERGY RESISTANCE [General]

**Prerequisite**: Intermediate Energy Resistance or natural energy resistance of 15 (as with hound archon aasimars).

**Benefit**: The character applies this feat to the same kind of energy chosen for Advanced Energy Resistance, improving it to a total of 30. This only applies to one type of energy at a time, even if they have Advanced Energy Resistance to more than one type of energy.

**Special**: This feat can be taken more than once, so long as it is modifying Advanced Energy Resistance to a different type of energy. Its effects do not stack.

#### WINGS [GENERAL]

**Prerequisite**: Planar bloodline that comes from a winged ancestor (such as lillend aasimars, monavic deva aasimars, erinyes tieflings, and succubus tieflings)

**Benefit:** The character was born with wings that developed enough to bear their weight, allowing the character to fly at their base land speed with average maneuverability. A medium or heavy load that would affect land speed affects flight speed accordingly.

**Normal**: When winged ancestors intermingle with land-bound races, wings are typically lost within a generation or two, or remain too small and weak for their descendants to use effectively.

**Special**: This feat qualifies the character for feats related to flight, such as Flyby Attack, Hover, and Wingover.

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