

Centaur

Territory & Description:

Centaurians live in the forests to the north of Xa'cor dy Yelphheet. They are quite territorial and will generally attack invaders rather than take the trouble to question them about why they have intruded upon their land. This is especially true of the Amazons, which they consider to be their sworn enemies.

Centaurians share a border with the Amazons which has been hotly contested since the end of the Great War. Upon occasion Centaurians will grant passage through their lands provided that the travelers pay tribute to the clan and obey Centaurian law. On such occasions, the Centaurians will provide one or more guides, whose main purpose is more to keep an eye on the travelers than to provide aid.

While Centaurians are less intelligent than the average human they do have a complex and thriving society. They are segmented into clans, each of which is led by a powerful male chieftain. Sometimes these clans fight with each other but they will almost always join together to fight an outside invader. During the Great War, the clans

Level	5	AGL	15	Defense	Block	14
Size	Large	CHA	11	Bonus	Dodge	13
Initiative Bonus	-1	CON	16		Perry	11
Grouping	1d8	END	12	High Pain Threshold	N/A	
Aggressiveness	7	INT	10	Magic Resistance		
Movement	65'	OBS	14	AGL 10%	INT 10%	
Treasure	1d8-1	STR	20	CHA 10%	OBS 10%	
		WIS	14	CON 15%	STR 35%	
				END 10%	WIS 10%	

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Punch	+1	1d4+1	3	5' (1)	1
Forekick		2d4+1			
Rearkick		2d6+1			
Weapon 1	+4	Variable	Variable	Variable	Variable
Weapon 2	+0	Variable	Variable	Variable	Variable

ability to rule the forest and stymie the technophile army with guerilla raids was legendary.

Centaurians are able to move as quickly as a horse and yet they can still use weapons like a human. Generally speaking, the main weapons a centaur will use is either a bow and arrow, or a spear. Many have been known to use other melee weapons, however, and should they ever find themselves with no weapons, they still have their powerful kick. On rare occasions centaurs may also wear armor, but generally speaking they find it too restrictive.

Centaur 1	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1	
				Short Sword	+0	1d10+5	3/2	1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10		28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)		L Arm (2)		RF Leg (3)		LF Leg (4)		RR Leg (5)	LR Leg (6)
Appendages	13		13		18		18		20	20

Centaur 2	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1	
				Short Sword	+0	1d10+5	3/2	1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10		28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)		L Arm (2)		RF Leg (3)		LF Leg (4)		RR Leg (5)	LR Leg (6)
Appendages	13		13		18		18		20	20

Centaur 3	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL	
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1	
				Short Sword	+0	1d10+5	3/2	1	1	
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10		28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)		L Arm (2)		RF Leg (3)		LF Leg (4)		RR Leg (5)	LR Leg (6)
Appendages	13		13		18		18		20	20

Centaur 4	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 5	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 6	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 7	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 8	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur Continued

Centaur 9	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)			Appendages (6-9)	
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 10	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)			Appendages (6-9)	
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 11	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)			Appendages (6-9)	
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 12	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)			Appendages (6-9)	
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 13	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)		Chest (2-3)		Abdomen (4-5)			Appendages (6-9)	
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 14	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 15	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 16	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 17	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			

Centaur 18	Current CON	16		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	12		Short Bow	+4	1d8+1	2/3	1 / 7 / 15 / 45 / 81 / 120	1
				Short Sword	+0	1d10+5	3/2	1	1
Hit Points	Head (1)	Chest (2-3)		Abdomen (4-5)			Appendages (6-9)		
Body	10	28		38			Roll 1d6 to determine which limb is struck		
Hit Points	R Arm (1)	L Arm (2)	RF Leg (3)	LF Leg (4)	RR Leg (5)	LR Leg (6)			
Appendages	13	13	18	18	20	20			