



CENTAURS AS A PC RACE

CENTAURS IN DnD 3E

Centaurs are the classical Half-Horse, Half-Human creatures of myth and legends. While they have been given numerous treatments in previous DnD supplements, including the 3rd Edition Monster Manual, their collection of abilities and modifiers have either never been satisfying to me or had too much of a power base. The Centaur race presented here is a compilation of information provided in the 3rd Ed Monster Manual, a Dragon Magazine Article (issue 103, The Centaur Papers) and playtesting and playing centaur characters under 2nd Edition ADnD rules. While the information is quite different from what is presented in the Book of Humanoids and the 3E MM, it fits much more to my interpretation. NOTE that the various ecology aspects of the race remains the same; only the PC Character aspects are covered here.

PC RACE BALANCE

Centaurs do possess some benefits above and beyond other character races, including the extra HD, extra attacks, good speed and good strength. They are limited in their ability to negotiate some terrain, they are large, and require a good deal of food. The 3E DMG lists Centaurs as Level + 5, but this is due to that under their system, they gain an extra 4d8 HP, have higher base strength, gain a free feat, etc. Under these rules, however, Centaurs are more balanced and should be considered 2 levels above their character class (ECL +2). This means the DM can either disallow a player to use a centaur unless/until the party is 3rd level, assign an Experience penalty, or they must take these extra abilities into account when designing encounters.



PHYSICAL DESCRIPTION

A centaur is most simply described as a creature with a human trunk, arms, and head, with a horse body and legs. The human portion of a centaur's body merges with the equine at what would be the neck of a horse, the lower human back fading into horse shoulders and the human belly meeting the equine chest, so that the hominid navel is almost level with the withers. The rest of a centaur is proportionately large so that an average one stands over a head taller than a human of the same sex. The upper torso and limbs of a centaur are larger and somewhat coarser than the human average. The same applies to the head and facial features. Centaurs also have more hair than the average human.

RELATIONS

Centaurs are generally isolationist creatures, preferring the company of the various forest creatures to large cities and industrious races. They most enjoy the company of Elves (with whom they do most of their trading) and other Sylvan races.

ALIGNMENT

Centaurs are most often good. Being of the more wild and carefree persuasion, most do not lean towards law and are therefore either neutral or chaotic.

RELIGION

Skerrit is the major deity of the forest centaurs, as he is of many of the sylvan peoples. The horse-people do also adopt non-centaur gods as well, particularly elven ones and occasionally even human ones. Generally they will chose forest or nature-themed deities.

LANGUAGES

Centaurs learn to speak Sylvan and the Elven languages.

ADVENTURERS

While centaurs generally keep to themselves, they do possess curiosity and wanderlust may drive a centaur to adventure and see the world. An event that threatens their forest lands or their community may also be a call for a centaur to take up the adventuring call.

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RATIAL TRAITS

Centaurs are powerful creatures, gaining much strength from their size and their horse-halves. However, their large size and the lack of flexibility of their horse-half harms their agility. Centaurs tend to be boorish.

- +4 Strength
- +2 Constitution
- -2 Dexterity*
- -2 Charisma

* ONLY applies to determine acrobatic/balance acts, reflex saves and to AC adjustment, NEVER to fine manipulation rolls, ranged attacks, etc. Thus, the centaur character will have 2 DEX scores, ex 16/14.

- Size: Face/Reach: 5'x10'/5'

Base Height	Height Modifier	Base Weight	Weight Modifier
5'-8"	+4d6	410 lb	x (6d6) lb

- Human/Horse Interface: Centaurs may touch the ground by bending at the waist, and can braid their own tail.

- Hungry Critter: Centaurs require 3x Human amount of food and water. Centaurs may consume tougher food than humans, and to some extent require roughage, like oats.

- Base Speed: Centaur base speed is 50 feet on level ground, but only 15 feet on stairs and like structures.

- Toughness: Due to their large size, centaurs gain an extra 1d10 HP at 1st level.

- Fortitude: Centaurs gain a +2 to Fortitude Saves vs Poisons from their hardy constitutions and large size.

- Feat of Strength: +2 to Strength Checks for opening doors/bend bars and similar rolls.

- Keen Senses: +1 to Vision and Hearing Checks. Centaurs may also detect the scent of an equine in a radius of 20', within an hour.

- Not a Climber: CANNOT Climb (for painfully obvious reasons). Nor can they tumble.

- Jumping: Centaurs receive a -4 penalty to non-running jump attempts, and +2 to running jump attempts.

- Tough Skin: Centaurs receive a +2 Natural Armour AC Adjustment.

- Large: Centaurs are large creatures, suffering a -1 Dodge AC Adjustment, -1 to Melee Attacks and suffer a-4 to Hide Checks.

- Pack Animal: Centaurs may carry double the normal weight allotment based on strength.

- Ouch: Large creatures do not fare well in falls; +1/die of Falling Damage (ie 1d6+1/10 feet).

- Weapon Proficiencies: Centaurs receive proficiency with all Bows and Clubs.

- Barding: Armour for Centaurs costs 4x the norm and weighs 3x as much.

- Rearing: Centaurs may attack an opponent with their front hooves. This requires 50% of their height above them to do so, and do 1d6 each, with ½ strength bonus for damage. Centaurs may also attack with both their hooves and their torso weapons (fists or otherwise) in one round, suffering a -5 to attack to all to-hit rolls (-2 if Multi-Attack feat is taken). If attacked from behind, a centaur may also kick with its rear hooves for 1d6 points of damage each. All hoof attacks are considered armed. Unless prevented from using their hooves (due to height, footing, etc), Centaurs threaten 5' around them even when wielding a ranged weapon.

- Firing on the Move: Centaurs may fire bows while making a double move at a -2 penalty, or at a run (4x move) at -4. This penalty is reduced to -0/-2 if the character takes the Mounted Combat feat.

- Charging: Centaurs may charge with lance or lance-like weapons and gain the 2x damage multiplier as though on a mount.

- Favoured Class: Ranger.
- Automatic Languages: Sylvan and Elven
- Bonus Language: Common

• Age Categories

Child	0-14 years
Young adult	15-19 years
Maturity	20-40 years
Middle age	41-75 years
Old age	76-95 years
Venerable	96-135 years



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