



CENTAUR

Centaur's are half horse/half man creatures, having the torso, arms and head of a humanoid and the full body, legs and tail of a horse. They were known to ancient elves as Paerdiaas Aansien (horse lords) and to ancient orcs as Stojan Chlapec (horse boys; a derogatory term which has survived the ages.) There is a homeland along the far western shores of Al'Akwannon, however there are small pockets of centaurs sprinkled among the elven lands as well. They are fairly xenophobic, with the exception of full blood elves and are rarely seen outside the confines of the ancient forests they call home. Centaurs possess upper bodies which are more proportional to humans, though their facial appearances are generally more half-elven. Their skin tones vary greatly, as that of humans while their hair (including the head, facial and

upper body hair) varies as much as does their equine source. Their eye colors are similar to wild elves, predominately dark earth tones with the largest percentage possessing some shade of brown, yet hazels and greens remain fairly common. Though powerful warriors the large centaurs made for easy targets during the Age of Wars and their presence vanished early. This near extinction was a major factor in fostering their current xenophobia

Average Height 11' 8" (including horse body)

Average Weight 2200 lbs

Strength	4d6	(Stamina maximum 22, Muscle maximum 21)
Dexterity	3d6	(Balance maximum 20, Aim maximum 21)
Constitution	4d6	(Health maximum 20, Fitness maximum 21)
Intelligence	3d6	(Reason maximum 19, Knowledge maximum 20)
Wisdom	4d6	(Intuition maximum 20, Willpower maximum 20)
Charisma	3d6	(Leadership maximum 20, Appearance maximum 20)

Perception 3d6 (18 maximum)

Luck 3d6 (18 maximum)

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock centaur will have the * abilities at 49cp with 21cp free)

*10cp	+1 to Stamina subability	5cp	Lesser Nightvision (50 yards)
20cp	+2 to Stamina subability (cannot combine)	*10cp	Nightvision (100 yards)
10cp	+1 to Muscle subability	15cp	Greater Nightvision (full vision range)
*10cp	+1 to Fitness subability	10cp	Thoroughbred Body (speeds up to 40mph)
5cp	Sling Bonus (+1 to hit with slings)	10cp	Equestrian Body (x2 leap height/length)
5cp	Spear Bonus (+1 to hit with spears)	10cp	Speak with Horses
*5cp	Bow Bonus (+1 to hit with bows)	5cp	Cold Resistance (+1 vs cold/natural resist)
5cp	Javelin Bonus (+1 to hit with javelins)	5cp	Minor Resistance (50% Immune to Charm)
10cp	Tough Hide (gains +1 AC)	5cp	Detect Supernatural (5%/level)
*5cp	Awareness (Surprised only 1 in 6)	*5cp	Keen Hearing (+1/+5%; DM)
2cp	Ancient History: Centaur	*2cp	Modern Lang: Cinidar
2cp	AK: Western Forests	2cp	Modern Lang: Sindarin
2cp	Direction Sense Proficiency	*2cp	Literacy: Sindarin
2cp	Navigation Proficiency	2cp	Blacksmith: Shoeing
2cp	Running Proficiency	2cp	Weather Sense Proficiency
2cp	Lore: Animal: Horses	4cp	Danger Sense Proficiency

note -- centaurs are normally extremely suspicious of all races with the exception of surface elf races