

CENTAUR

You're a centaur, a being that (in layman's terms) has a human torso connected waist-to-neck with a horse's body. Depending on your bloodline, subrace and other such factors, your humanoid torso could range from completely indistinguishable from an average human, to fur-covered and horse-headed. Your horse half follows much the same; indistinguishable from any number of horse breeds, to a combination of horse and other ruminating quadrupeds, or even simply another horse-like creature, such as a stag.

Like most of your people, you are likely to be ruled by your emotions and impulses. You also undoubtedly have an arrogant bearing, stemming from personal pride or from others assuming that your horse-like body means you should be treated like a draft animal. Either way, it's not something you'll put up with, and others should know it!

Common Personality Traits: Aggressive, arrogant, brash, extreme, wild

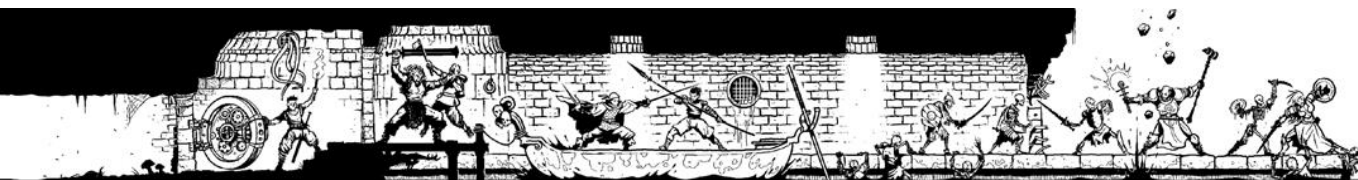
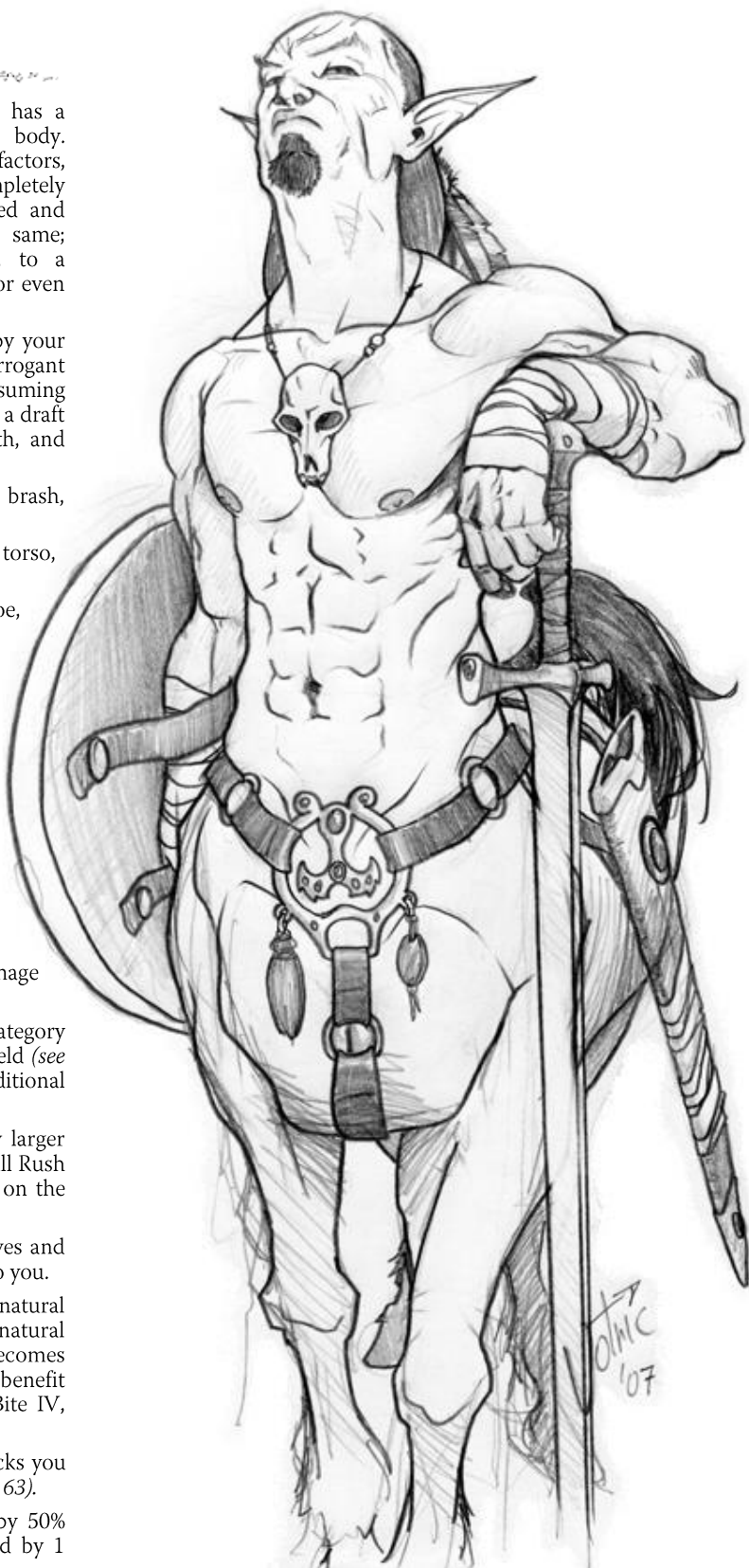
Common Physical Traits: Obvious humanoid torso, powerful equine body.

Example Names: Cairon, Firenze, Nessus, Ocyrhoe, Xenan

Splinter Race Feats: Bull Hoof (bull centaur), Deer Hoof (hybsil), Lion Hoof (wemic), Ram Hoof (bariaur), Serpent Hoof (lamia). Unless you choose one of these, you're 'Horse Hoof'.

Type: Large (1×2) quadruped folk with a reach of 1. Your maximum wounds equal your Constitution score × 1.5 (rounded down).

- *Attribute Modifier:* +2 to the lower of Strength or Constitution, -2 to the higher of Intelligence or Wisdom
- *Base Speed:* 50 ft.
- *Fatal Falls:* +1 damage per die from falling and damage gains keen (20).
- *Hybrid Body:* You are treated as being one size category smaller when determining what weapons you may wield (see *Fantasy Craft*, page 215) and do not have a traditional humanoid form from the waist down.
- *Improved Stability:* You're considered 1 Size category larger for carrying capacity, Trample attacks, and resisting Bull Rush and Trip attempts so long as you are standing firmly on the ground and not climbing, flying or riding.
- *Lumbering:* You suffer a -2 penalty with all Reflex saves and become flanked any time two opponents are adjacent to you.
- *Natural Attack:* You gain the Kick I and Trample I natural attacks (see *Fantasy Craft*, page 235). If you gain a natural attack from multiple sources, the attack's grade becomes equal to the highest single grade + 1 per additional benefit granting the same attack, to a maximum of V (e.g. Bite IV, Bite III, and Bite I become Bite V).
- *Restricted Actions:* Break Fall, Climb, and Tumble checks you make are considered untrained (see *Fantasy Craft*, page 63).
- *Sure-footed:* Your encumbrance loads are increased by 50% and when you run, your move multiplier is increased by 1



CENTAUR (LTI) (SPECIES)



(typically to × 5).

- **Thick Hide 2:** You are considered to be wearing partial armor that provides Damage Reduction 2. This DR does not stack with other armor (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit (e.g. thick hide 4, thick hide 3, and thick hide 1 offer DR 6).

NEW ROGUE TEMPLATE

CENTAUR (+12 XP)

Benefit: The NPC's size becomes Large (1×2) with a Reach of 1, but wields weapons as a Medium sized creature. The NPC also gains the *Improved Stability*, *Kick I* and *Trample I* Natural Attacks, and DR 2.

NEW SPECIES FEATS

The following new Species feats expand the abilities of centaurs in any campaign containing them as a character option.

BULL HOOF

You've the thick powerful body of a bull paired with the torso of a burly dwarf.

Prerequisites: Centaur, Level 1 Only

Benefit: Your speed drops by 10 feet, but your trample natural attack rises by 1 grade (typically to 2). Also, your thick hide rises by 1. Finally, each time you suffer attribute impairment, it decreases by 1 (minimum 0).

BULL MANE

You are as unstoppable as the thunder of your hoofs.

Prerequisites: Bull Hoof

Benefit: Your Strength rises by 1, you gain the *Charge Attack* NPC quality and any morale penalties to your attributes, attack checks, skill checks, or saves are reduced by 2.

DEER HOOF

You're much smaller than your brutish cousins, with the thin, graceful body of a deer or small antelope. Reinforcing this difference are the sharp antlers that sprout from your forehead.

Prerequisites: Centaur, Level 1 Only

Benefit: You gain the fey type, you lose the *Lumbering* quality, your Size becomes Medium (1x1) and your maximum wounds are equal your Constitution score. Also, you gain the *Gore I* natural attack.

Finally, your Dexterity and Charisma rise by 1 and when taking the Basic Skill Mastery feat you have access to a new skill pair: Hybsil (Sneak & Survival).

DEER MANE

You are as fleeting as the morning mist among the forest trees, going where you wish, when you wish.

Prerequisites: Deer Hoof

Benefit: You gain the *Darkvision I* NPC Quality, The DCs of Tracking checks to follow your trail increase by 10, and you are immune to Turning.

LION HOOF

They're not really hooves. They're paws. Big paws. Big play-with-your-prey paws.

Prerequisites: Centaur, Level 1 Only

Benefit: You lose the *Lumbering* and *Sure-footed* qualities, the *Kick I* and *Trample I* natural attack from your species, and your Base speed drops by 10 feet.

However, you gain the *Claw I* and *Bite I* natural attack, Survival becomes an Origin Skill, and the *Favored Foes* (Animal) ability (see *Fantasy Craft*, page 233). Also, you gain 1 rank in Intimidate and a +1 morale bonus to all Intimidate checks. Apply this bonus rank before spending skill points. Finally, Break Fall, Climb and Tumble check are no longer *Restricted Actions* for you.

LION MANE

To be fair, it's a spectacular mane.

Prerequisites: Lion Hoof

Benefit: Your *Claw I* natural attack gained from the Lion Hoof feat increases by 2 grades (typically to grade III) Also, your jump checks are no longer limited by height.

RAM HOOF

You're carefree and delight in getting into trouble, trusting in your skills, horns or just plain ol' luck to get you back out.

Prerequisites: Centaur, Level 1 Only

Benefit: Your type becomes fey, you lose the *Lumbering* and *Sure-footed* qualities, your Base speed drops by 10 feet, your Size becomes Medium (1x1) and your maximum wounds are equal your Constitution score.

However, you gain the *Darkvision I* NPC Quality, the *Slam I* natural attack (from your horns), may use weapons as a medium Sized creature (despite your *Hybrid Body* quality) and Break Fall, Climb and Tumble check are no longer *Restricted Actions* for you. Finally, you may spend and roll 2 action dice to boost any save.

RAM MANE

Time to crack some heads. Why else do you have those horns?

Prerequisites: Ram Hoof

Benefit: Your *Slam I* natural attack gained from the Ram Hoof feat increases by a grade (typically to grade II) and may be converted to the Subdual damage type at no penalty. Also, you gain a trick.

Charging Head Butt (Bull Rush Trick): If successful, you also inflict your Slam Natural Attack's damage on the target.

SERPENT HOOF

No hooves for you - instead of an equine lower body, you have that of a snake. You also have a serpent's smooth graceful motion... and bone crushing coils.

Prerequisites: Centaur, Level 1 Only

Benefit: You lose the *Lumbering* and *Sure-footed* qualities, and the *Kick I* and *Trample I* natural attacks from your species.

However, you gain the *Cold-Blooded* NPC quality, your Appearance Modifier goes up by 1, you gain the *Squeeze I* natural attack, and Break Fall, Climb and Tumble check are no longer *Restricted Actions* for you.

Finally, thanks to your serpentine body, you're considered 2 Size categories larger for grapples and the *Squeeze* natural attack.

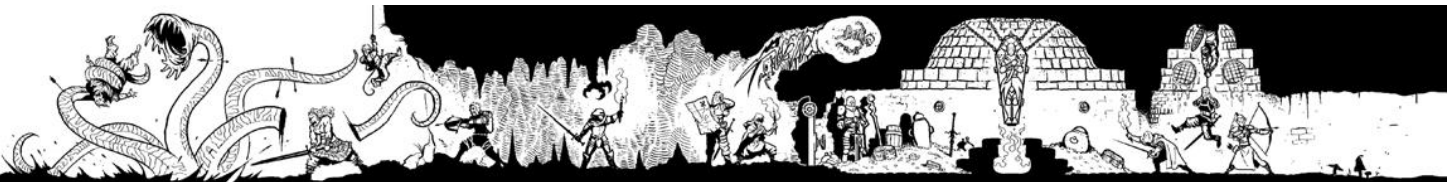


Table 4.18 (New Addition): Armor Upgrades

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Craftsmanship											
Centaur	—	—	—	—	+5	—	—	+3	—	Primitive	+100%

Table 4.25 (New Addition): Weapon Upgrades

Name	Effect	Const	Comp	Weight	Era	Cost
Craftsmanship						
Centaur	+1 Damage vs. smaller	—	+3	—	Primitive	+100%

However, you cannot benefit from footwear (such as magical boots or Armor fittings for the legs/feet (see *Fantasy Craft*, page 173) and Kick is a restricted action for you.

SERPENT MANE

Sinewy and powerful, your coils are more deadly than ever.

Prerequisites: Serpent Hoof

Benefit: Your Dexterity rises by 2, and your Squeeze natural attacks rises by 1 grade.

RACIAL ARMOR AND WEAPON UPGRADES

The following craftsmanship upgrades follow the same parameters as those in *Fantasy Craft* (see *Fantasy Craft*, pages 184-186) – namely that of a racial construction/craftsmanship upgrade for the centaur species.

ARMOR UPGRADE DESCRIPTIONS

Centaur: Centaur armor is made to allow for better speed. With no reduction in protection.

WEAPON UPGRADE DESCRIPTIONS

Centaur: Centaur weapon designs emphasize the advantages of their size vs. that of their common prey.

NEW MASTER CLASSES

There is one new master class that accompanies the addition of Centaurs as a playable race to a campaign, the Legendary Centaur.

LEGENDARY CENTAUR (MASTER)

Most centaurs are known for being unruly, impulsive, and boisterous creatures with a per chance for violence – and that generalization is true. They are also known to have great insight, wisdom and cunning when they mature enough for the fire in their blood to settle. Such are the attributes of the Legendary Centaur. Their years of youthful tussling and skirmishing gives way to the knowledge of how to use their unusual body structure to maximize the takedown power in their fighting techniques, while their impulsiveness mellows into confidence and insight into the workings of the world.

Depending on your campaign, a Legendary Centaur could be...

- The wise mentor of future heroes, teaching them the very essence of humility and heroic ideal
- An unpredictable combatant, known for his ferocity and habit of bowling over and scattering opponents like empty wine jugs
- A good natured wanderer, always ready with a skin of drink, a tale of past glories, and a toast to future victory
- The wild and untamed warrior that inspires stories told and songs are sung of
- The champion of a centaur tribe, equally at home on the battlefield or in the leader's court circle

Party Role: Combatant. A natural warrior who is well versed in using the leverage and bulk of his larger lower body to handle massive weapons with ease, the Legendary Centaur takes this to the extreme conclusion- by knocking down pretty much everybody he hits, kicks, inpaes and so on.

CLASS FEATURES

Requirements: Centaur, Constitution 15+, Athletics 10+ ranks, BAB 3+, and Overpowering Strike trick

Favored Attributes: Wisdom, Dexterity, Constitution

Class Skills: Athletics, Crafting, Intimidate, Notice, Resolve, Survival

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Legendary Centaur class skills for you.

Skill Points: 4 + Int modifier per level

Vitality: 12 + Con modifier per level

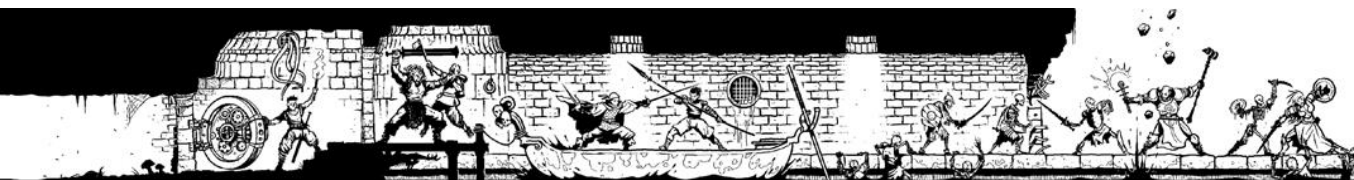
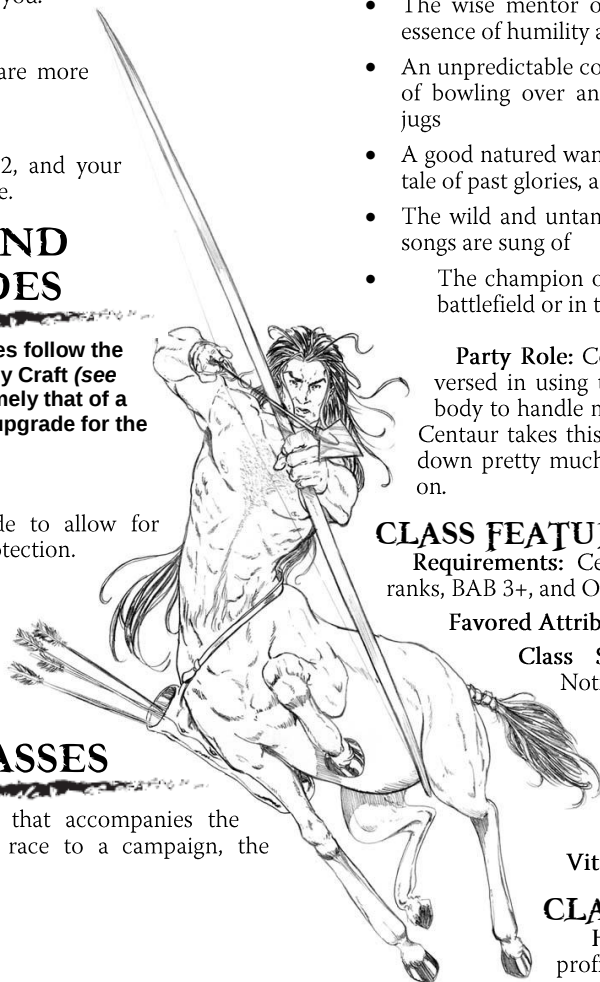
CLASS ABILITIES

Half Man...: At Level 1, you gain 2 proficiencies or tricks and ignore the strength requirement for the *massive* weapon quality.

Redundant Vitals: Oh no, right in the spleen! Wait, I've got another... At Level 1, it costs an additional action die to active critical hits against you and when being affected by the Table of Ouch (see *Fantasy Craft*, page 207), roll twice and take the result you prefer.

Noble in Bearing: At Level 2, you gain 1 rank of Noble Renown and you may never gain the *frightened* condition.

Wisdom of the Ages: At Level 3, your Wisdom score rises by 2 and you immediately gain 1 rank in every skill with Wisdom as the Key Attribute. Apply these bonus ranks before spending skill points.



CENTAUR (LTI) (SPECIES)



Table X.X: Legendary Centaur

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+2	+1	+0	+0	+1	+0	+1	Half man..., redundant vitals
2	+2	+3	+2	+0	+1	+1	+0	+2	Noble in bearing
3	+3	+3	+2	+1	+1	+2	+1	+3	Wisdom of the ages
4	+4	+4	+2	+1	+2	+2	+1	+3	...Half beast, living legend
5	+5	+4	+3	+1	+2	+3	+1	+4	Crushing combatant

...Half Beast: At Level 4, you gain 2 grades on any 1 of your natural attacks, or 1 grade to any two of your natural attacks.

Living Legend: At Level 4, your starting action dice increase by 1.

Crushing Combatant: At level 5, all your melee and unarmed attacks gain the *massive* quality, you may add an additional trick to each melee or unarmed attack, as long as that trick is Overpowering Strike. Also, your Overpowering Strike trick no longer increases your error range by 2 when used on a target that is not smaller than you and the Fortitude save to avoid becoming *sprawled* rises by 1/2 your Career Level (rounded down). Finally, your *Hybrid Body* species ability no longer inhibits what size weapons you may wield.

NPC CLASS ABILITIES

The following new class abilities from the Legendary Blenno master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Crushing Combatant	6
Redundant Vitals	3

Race Species feats, Craftsmanship, and Master Class design by Big Jim with help from the Crafty Forum-ites.

Art by Christiano Flexaof deviantART, and scavenged from an unknown source years ago.

BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus Species feats through the *epitome* ability and some of these feats involve radical physical transformations (e.g. the Swan Nation feat grants an elf a pair of wings). With GM approval, the *epitome* ability may allow a character to ignore the “Level 1 only” prerequisite when taking a Species feat, which can result in physical transformation after a character’s been in play for a while. In these cases, the player and Game Master should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained “off screen,” which places major body adjustments outside adventures and therefore most regular play. In settings where such events are exceedingly rare, the GM may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming Species feat. This helps ensure a preservation of the setting and a smooth progression of the story.

