

Testing Material: The Centaur

Centaur

A large humanoid often seen as a half-man half-horse, the Centaur is a powerful force and a devastating opponent on the battlefield. Often used to counter Ogres because of their equally large size, centaurs are bred for battle.

Calvary:

Centaur's have a long history of being the trump card in many armies, with their tremendous speed and size. They have an impressive range of capabilities, utilizing lances with ease and crushing their foes underfoot with trampling attacks.

Unlike Ogres, Centaur's mature slowly and could not be thrown away as easily. Armies made up for this by taking better care of their centaurs, generally supplying them with armor, alchemy, assistants, and special attention from clerics. This close proximity to religion has married the race and religious rights, leading many to becoming clerics and paladins with tremendous faith and powerful rituals.

Nomads:

Similar to elves, centaurs have hearts that yearn for freedom, open air, and expansive plains. This leads many to form travelling bands and tribes, thus they are often seen as wanderers and gypsies. These centaurs are fast and powerful, capable of traversing mountains as easily as plains with their cloven hooves and often referred to as "Goatmen" by dwarves who share the cliffs with them.

Traits: Fortitude & Tradition

Speed: 40ft

Languages: Common and Sylvan

Level 0 Abilities:

Large: You are a large creature. Your backpack can hold 5 more items, and you are not affected by your armor's movement penalty if the penalty is 5ft or under. You also gain an additional Base Foundation.

Wall Climbing:

With your cloven hooves, you have advantage on Vigor checks to climb.

Abilities by Level:

Armored - - - **Level 1** - - - Hit and Run

Champion - - - **Level 2** - - - Hard Target

Blessed Blades - - - **Level 3** - - - Horns and Hooves

Trample - - - **Level 4** - - - Saddlebags

Called - - - **Level 5** - - - Clydesdale

(Calvary)

Armored

You were built for armor. Your armor's movement penalty is reduced by 5ft. Additionally, you gain a set of Breastplate Armor, given as a gift from a noble who wants your favor, a relic from your ancestors, or a blacksmith who wishes to brand their wares.

Champion:

When performing rituals, being in the favor of one god does not make you lose favor with another.

Blessed Blades:

While in the favor of a god, all your attacks are considered magical in addition to their other damage types. You do not need to have the Rituals craft to be in the favor of a god.

Trample

When you take the Rush action, you can make an unarmed melee attack with sweeping as a part action. This attack can only target creatures of at least one size smaller than yourself.

Called

While within the favor of a god, you do not require the preparations for a Ritual. They are instead provided. These gifts are often found, gifted by others, or very rarely fall from the sky.

(Nomad)

Hit and Run:

You can use the retreat Reaction as a free action.

Hard Target:

Attacks made against you using the Quickshot ability have a Sensory Complication.

Horns and Hooves:

You become overgrown with natural weapons, and your body becomes a Savage Weapon with which you have proficiency.

Saddlebag:

You are able to carry two backpacks on your sides. These bags are not easily reachable by you, and require your action and movement to remove one of them. These additional backpacks do not affect your movement speed.

Clydesdale

You gain an additional Base Foundation. The inventory of your backpacks and harnesses double, you can hold and use Large weapons with a single hand, and you can use Huge weapons as 2-handed weapons.