

Centaur Invented by Yotam

Centaur is known as the hearts of society, every society. Although they prefer to stay with their own kind, they usually settle at human or other villages.

Personality: Centaur is stiffly a pain in the neck for those who prefer battle on speech. Although the centaur has a healthy sense of humor, you should not get too picky with them.

Centaur can be very helpful when trying to solve a puzzle or a hint. They are very curious about all things that cross the intellect and wisdom.

Physical Description: Centaur stands about 7 to 7 1/2 feet tall and weighs from 250 to 325 pounds. Their fur ranges from bright yellow to black, their hair is long and straight, and their eyes can be any shade of green or blue. Centaur generally wears clothes at the color of their fur, and decorates them with golden squares. Centaur reaches adulthood at about 100 years in age and can live to be over 670 years old.

Relations: Centaur gets along well with elves and gnomes, who share their love to nature, and their wisdom of life.

Alignment: Centaur is more often neutral, although there are exceptions. Those who tend towards law work as judges, and lawyers. Those who tend towards chaos work as hearts of groups of adventurers. Centaur is good in heart and luckily evil centaur is very rare.

Centaur Lands: Centaur makes their homes in hill woodlands. They live in the lower places of the hills that provide them protection from the wind. Their homes are not anything else but forest clearings.

Centaur who live in human lands are usually judges of the Supreme Court or lawyers of just.

Religion: Above all others, centaur worships Arzav, god of good hearted Monsters and Intellect. Centaur myth says that he is the one who put the centaur on solid ground. Arzav is a powerful patron of psionic study, as well as a powerful mind god.

Language: Centaur speaks a beautiful language full of some useful expressions used by humans. While Centel literature is rich and varied, it is the language's expressions that are most famous. Many psychic warriors learn Centel so they can add Centel powers to their repertoire.

Names: Centaur does not like names very much, although they use them a lot. There is not much to tell about centaur and names so that is all that shall be said here.

Male Names: Aldoris, Doramos, Elfento, Tevero, Homero, komajel, raterfol, midages, gelber, saspor.

Female Names: Formadera, Elparinos, Maloris, anamis, atolis, samelis, olena, martive, orcaela.

Family Names: Orbalor ("sunshine"), Yaramis ("Whiteflower"), centeltas ("Centaurlord"), Forapir ("Springrain"), Goraver ("Meadowgreen"), Dortayef ("Bluesky"), gerwyn ("Slidinghair"), Urgasen ("Hardcrust"), hagertquel ("Silverstar"), Arandale ("Arzavworship").

Adventures: Centaur is extremely psionic creature. They go out on adventures for the same reasons psions and psychic warriors do (if they have a psionic class). If not psionic, they adventure to find the pathways to power and wisdom.

CENTAUR RACIAL TRAITS

- +2 Wisdom, -2 Charisma: Centaur is very tough, not like others although their appearance doesn't seem to impress a lot of people.
- Large: As large creatures, centaur gets a -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a +4 size bonus on jump checks, but they must carry a light cargo.
- Centaur base speed is 70 feet.
Wise Charisma: Twice a day, when willing, for an hour, the centaur can apply his Wisdom score to be his Charisma score.
- +2 racial bonus on will saves against psionic powers, because they are mentally tough, more than other races.
- +4 racial bonus to AC against all magical beasts except incorporeal ones (if any).
- +3 racial bonus on concentration checks If the centaur's wisdom is 14 plus.
- Automatic Languages: Centel and Common. Bonus Languages: Vamperion, Draconic, Dwarven, Elven, Giant, Goblin, Orc. Centaur deals more with vampires and giants (not common races to speak with) than any other foes. They additionally learn their enemy's languages (Goblins, Orcs, Harpies). In addition, once per day a centaur can use *speak with animals* as spell like ability to speak with all animals. See the *speak with animals* spell description, page 254 of the *players handbook*.
- Favored Class: Psychic Warrior, which is a psionic character appearing in the psionics handbook. A multiclass centaur's psychic warrior class does not count when determining whether he suffers an XP penalty.