

# Species, Breed: Centaur, Tyrin

Type: Not applicable.

Class: Enchanted (Mammal)

Align: Evil.

Gender: 01-50: Female, 51-00: Male

Level: 1-D30 +15

Number encountered: 2-5 (1-D4 +1). 1-D100 x2 if encountered within a Tyrin Centaur stronghold (a roll of 99+ will indicate a Tyrin Centaur stronghold has been found).

Experience points: 120 x level.

## Characteristics

Awareness: 35

Charisma: Female: 40, Male: 26

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 18

Mental-strength: 45

Strength: 40

Wisdom: 19

## Movement:

Flying: Can't

Grounded: 24

Swimming: 8

Luck: 100

Oxygen-points: 135

Blood-points: 120

It is up to the G.M. the type of attack this creature will attempt per turn (randomly rolled, or chosen):

% Roll: Type of attack:

01-20: Back-Kick

21-40: Crossbow

41-60: Hooves

61-80: Javeline

81-00: Trample

Attack descriptions

Back-Kick: 4

Damage: 1-D12 x5 +3

Range: 1 space (5')

Attack Type: Blunt.

Javeline (barb-tipped): 3

Damage: Hand-held: 1-D12 x3 +3 / Thrown: 1-D12 x7 +6

Range: Hand-held: 1 space (5') / Thrown: 31 spaces (155')

Attack type: Sharp.

or:

Crossbow (200 lb.): 1 per 1 turn. The Centaur is gifted with the ability to shoot one bolt per turn.

Damage: 1-D12 x6 +3

Range: 60 spaces (300')

Attack type: Sharp.

Note: This creature will carry 2 crossbow quivers, each holding 10 Iron-wood shaft, Krakkin-steel hunting-tipped bolts.

or:

Hooves: 6

Damage: 1-D12 x4 +3

Range: 1 space (5')

Attack Type: Sharp.

or:

Trample: 6

Damage: 1-D12 x9 +3

Range: 1 space (5')

Attack Type: Blunt.

**Defense:** 30 / 60 if 32<sup>nd</sup> + level

**Offense:** 30 / 60 if 32<sup>nd</sup> + level

Damage-Points: Roll 2-D20 +7 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x7

Bronze: 20+ to have 1-D100 x6

Silver: 30+ to have 1-D100 x5

Electrum: 40+ to have 1-D100 x4

White-gold: 50+ to have 1-D100 x3

Yellow-gold: 60+ to have 1-D100 x2

Black-gold: 70+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: 25+ to have 1-D6

Rare: 50+ to have 1-D4

Legendary: 75+ to have 1

Check for each Centaur to have treasure.

This creature will always use what treasure it has.

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears as a half man or woman (from the abdomen up), and half horse.

**Eye color:** Female: Forest-green, Male: Black.

**Eye shape:** Medium-size and oval.

**Hair color:** Black.

**Hair texture:** Centaurs never cut their hair. It naturally grows waist-length.

**Height:** Female: 6'-0", Male: 7'-0"

**Length:** Female: 8'-0", Male: 9'-0"

**Skin color:** Brown (Discretion of the G.M.)

**Skin texture:** Smooth from the abdomen up, as the texture of a horse below the torso

**Posture:** Quadruped (like an animal with four feet).

**Weight:** Female: 400 lbs., Male: 500 lbs.

**Dislikes:** Kandorian Centaurs. This is their most bitter sworn enemy.

**Disposition:** The Tyrin Centaur are warlike and vicious, their minds bent on conquering and dominating every others. As is with the Kandorian, the male Tyrin are extremely protective and jealous of their females. When this creature is encountered they will be mostly bloodline family and/or mates. The arts of warfare are a major part of this species culture.

**Fears:** They fear their cousins, the Tyrin Centaur and will attack them instantly upon sight. This contest among the species is most usually to the death. Even the women and children will join in the fight, in a desperation to bring them down.

**Habitat:** Forest (Enchanted).

**Immunities:** The region and homeland in which this species dwells will never turn on a Tyrin Centaur. This means that spell-casters that can cause a nature attack, cannot effect a Tyrin Centaur. Nature will simply refuse to comply with the downfall of this creature.

**Life-span:** Immortal, though this creature can be slain.

**Likes:** Family and security. This creature loves horses and the making of crossbows and weapons.

**Needs:** Basic needs of life (food, water, shelter, etc.).

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There will be but one child/foal born to each female every third year.

Their warmongering ways seem to indicate the strong need for battle. Whether this is an actual need or inbred desire matters not. It has been noted in the Ancient Recorder Archives that if the Tyrrin Centaur are not plotting, or a hunting party is not out and about seeking a kill, they begin to bicker among themselves.

**Special Abilities: Crossbow Proficiency:** The Centaur is gifted with the ability to shoot a crossbow quickly, letting lose a bolt at a rate of 1 per 1 turn. This creature's Divine Favor will not help in shooting a crossbow any quicker.

**Horse Lore:** Expert in the lore and training of horses.

**Trade-skills:** Blacksmith and Carpentry.

See: "Immunities"

**Special Defenses: Resistances:** This creature has the following resistances:

Fatigue: This creature is only effected 50% from exhaustion.

Fear: 50%

Magic: 25%

Mental-attack: 25%

Pain: 50%

Spiritual-attack: 25%

**Special Offenses:** Divine Favors: Spirit of War (+2 attacks (not with shooting a crossbow). See: "Special Abilities".

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-1 (or better) magical weapon to harm.