Centaur:

This race appears as a half man or woman (from the abdomen up), and half horse.

Abilities:	Explanation and rulings for Abilities:
Armor Mastery:	This race can wear barding and humanoid armor at the same time, gaining the higher defensive adjustment of the two armors, as well as a combined armor-points.
Base Defense:	7.
Body Weapons:	Fists: 2 Damage: Punch: 1-D4 -1, Punch: 1-D4 -1 Or: Hoof-Strikes: 2 Damage: Hoof: 1-D6, Hoof: 1-6. Damage will increase by 1-D6 per 5 levels advanced above level #1. Note: The Centaur can attack with Hoof-Strikes and wield a weapon.
Life-points:	This race will begin with 45 life-points at level #1. Life-points per level advanced: 1-D8.
Shield Mastery:	+1 to block with a shield.