

Exotic Ancestries

CENTAUR



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*Necromancers
of the Northwest*

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Introduction

The *Pathfinder Second Edition Roleplaying Game* presents a wide world of magic and infinite possibilities, and so it should come as no surprise that some players want to explore beyond the boundaries of the game's core rules. The game world described in the game's rules and lore includes a wide variety of creatures, some strange and fantastic, others oddly familiar and human in nature, and it's only natural that some players will want a chance to explore the world as one of these creatures, instead of being limited to the handful of ancestries that already exist.

This book presents an ancestry for one such fantastic creature: the centaur. Legendary creatures of myth, with a human head and torso, but the lower body of a horse, centaurs have captured the imagination since before the dawn of history. As with so many fantasy creatures that have as rich and storied a background as the centaur, there have been many interpretations of them throughout the years, even within the fantasy genre. Sometimes, centaurs are gentle nature spirits, closely aligned with the forces of nature and faeries, while other times they are proud and noble warriors, and still other times they are bloodthirsty savages. Some things that remain consistent across nearly all portrayals of this majestic race, however, are their size, their physical prowess, and their mobility. This book presents a new ancestry for centaurs, complete with heritages and ancestry feats, to allow players to make their own centaur characters.

Centaur

Half-humanoid, half-horse, centaurs live with two hooves in the civilized worlds, and two hooves in the wild. No centaur is ever truly at home in the cramped confines of a city, and most view any permanent structure as too confining. Instead, they are a race of wanderers and nomads, living their lives on the wide open plains, never feeling so alive as when they feel the wind on their cheeks, charging heedlessly onward into the unknown. While some centaurs are more wild than others, all are proud of their peoples' heritage, and all are accomplished trackers, hunters, and, fighters.

Creatures of unusual anatomy, centaurs are humanoid from the waist up, with a normal torso, head, and arms. From the waist down, however, their body is like that of a horse, with four powerful legs ending in hooves. Although many consider them monstrous, the combination can at times be quite beautiful, and centaurs certainly do not believe their appearance is comical or embarrassing (rather, they consider any race that walks on two legs to be nearly as primitive as one that lacks opposable thumbs).

Much like the horses they resemble, centaurs prefer to spend their lives in the open, travelling frequently. They tend to gravitate towards large, open expanses, and are most commonly found in plains, steppes, and tundras, although it is

not uncommon for centaurs to make their homes in forests or deserts. Centaurs tend not to be very welcome in most humanoid settlements, which typically suits them just fine: few centaurs are comfortable with buildings made of wood and stone, and become claustrophobic in urban environments.

You Might...

- Yearn to run free, with the wind in your hair, and dislike close and confined spaces.
- Place little value on material goods, especially furniture, permanent structures, and other things you can't carry yourself.
- Take great pride in the traditions and lore of your clan.

Others Probably...

- Make frequent comparisons between you and horses or beasts of burden, or seek to touch your lower body.
- Feel intimidated by your size and strength.

Physical Description

Centaurs appear to be a sort of composite creature, as though the gods had stuck two separate animals together and combined them into one. From the waist up, a centaur resembles a human, or, more rarely, a different type of humanoid (such as an elf or an orc), but from the waist down, their bodies are like those of horses, with four long, powerful legs ending in hooves, and an equine tail. From a distance, it's possible to mistake a centaur as a rider and their mount, but even casual scrutiny will quickly reveal that they are, in fact, a single creature, albeit with the best traits of both.

Like both humanoids and horses, a centaur's appearance varies depending on the local environment. Their humanoid portions run the full gamut of skin, eye, and hair colors available to humans (and, in the case of those that resemble other humanoid races, those races' ranges), while their lower bodies come with the same variety of coats and builds of horses. While it is most common for a centaur's humanoid hair to match the same coloration as their lower body's coat or tail, this is not always the case, especially if one or the other is a color uncommon for the other type. As a general rule, centaurs tend to be larger and bulkier in colder, wetter climates, and they tend to be lighter and swifter in hotter, more arid regions. In very rare cases, a centaur might have the lower body of another type of four-legged ungulates, such as donkeys, camels, goats, and so on. Such creatures are not technically centaurs, and members of either race may resent the comparison, but for the most part they behave in very similar ways.

While it is a centaur's wanderlust that is most likely to keep it from settling into civilized society, ironically, those

centaurs who do wind up as adventurers often do so because of that same instinct, setting out from their clan on a journey to see the world. Other centaur adventurers may have been sent into the wider world on a particular quest for their clan, or may even be exiles from their clan, with nowhere else to turn but to nearby humanoid settlements.

Society

Centuars live in extended family groups, with several such families living together to form a clan, typically consisting of between 20 and 100 centaurs. These clans are almost always nomadic, travelling year-round along ancestral routes that were blazed generations ago, and which follow the annual migrations of game, allowing the centaurs to subsist off the land. Every centaur in the clan does his or her part to contribute to their survival, and, with the exception of the very young, the very old, and the wounded, those who don't hunt don't eat. Beyond this, some centaurs develop specialized skills to fill their clan's needs, whether it be as healers, blacksmiths, tanners, fletchers, and so on. Different clans have different forms of leadership, with some being led by the oldest, others by the strongest, and still others by some form of council. In all cases, however, centaur leadership is built on respect for the leader, and those leaders who lose the respect of the clan quickly lose their influence, as the proud and headstrong centaurs ignore them in favor of someone they deem more worthy.

While centaurs are not hostile to humanoid races, they are also far from welcoming. Centaurs tend to be distrustful of other humanoids (and, in truth, they can even be distrustful towards other centaurs, if those centaurs come from different clans). Most centaur clans prefer to simply keep their distance from others, but sometimes conflict between centaurs and other races is inevitable, especially if the humanoids begin encroaching on territory that the centaurs claim as their own.

Alignment and Religion

While centaurs have a strong independent streak and are often given to the call of the wild, they also have strong family bonds, and a long heritage of tradition and honorable behavior, often leaving them somewhere in between the most extreme lawful and chaotic alignments. Most centaurs concern themselves primarily with watching out for themselves and their immediate friends and family, and prefer to live and let live when it comes to anyone else, an attitude which tends to leave them neither good nor evil. That said, exceptions abound, and centaurs can range from noble heroes who save endangered travelers out of the kindness of their hearts, to bloodthirsty savages who ransack humanoid settlements for blood and plunder.

Many centaurs practice their own religion, which is poorly understood by non-centaurs, but involves a mixture

Centaur Stats

Hit Points

10

Size

Large

Speed

30 feet

Ability Boosts

Strength

Constitution

Free

Ability Flaw

Intelligence

Languages

Common

Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Elven, Halfling, Jotun, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Beast

Centaur

Humanoid

Equine Anatomy

Because of your unusual shape, you require custom armor to be fully covered. If you wear armor not specially made for centaurs, the armor's item bonus to AC is reduced by 1. You can purchase special armor made for centaurs, but such armor generally costs twice as much, or an extra 50 gp, whichever is less.

Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

of ancestor worship and animism, venerating the spirits and gods that they believe to reside within particular places and things. Those centaurs who follow more traditional religions tend to worship deities of nature, hunting, and freedom.

Names

Centuars receive their name in an elaborate ritual that takes place on their fifth birthday. The centaur's parents generally choose the child's name, selecting one whose traditional meaning describes the child's traits and personality. However, the name must be approved by the clan's leadership before the ceremony takes place. Centaur names tend to be three to four syllables long, and are often heavy on vowels.



Sample Names

Adrilles, Boroneus, Delaia, Filaros, Galares, Hekeope, Ivoneus, Kratosios, Nemiore, Rhodestra, Sofinna, Triteas, Xenosios.

Centaur Heritages

A clannish and nomadic people, centaurs can be found far and wide, in a number of diverse climates. Because of their diverse environments, centaurs from different regions often exhibit different unique traits adapted for their particular home. Choose one of the following centaur heritages at 1st level.

Draft Centaur

Your horse half is particularly tough and sturdy, and your people are known for their ability to carry a heavy load. The amount of bulk you can carry is increased by 4. Additionally, you gain a +1 circumstance bonus on Fortitude saves.

Fey Centaur

Although most centaurs do not have any innate magic, and possess no mystical connection to the forces of nature, some specific centaur lineages have deep ties to the fey, and are possessed of mystical powers. You lose the beast trait and gain the fey trait. Additionally, choose one cantrip from the primal spell list. You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by meditating to realign yourself with nature; this is a 10-minute activity that has the concentrate trait.

Light Centaur

Your horse half is lighter and faster than the average centaur, making you swifter and more maneuverable than other centaurs. Your speed is 35 feet. Additionally, once per day, if you Stride three times on your turn, you can Stride a fourth time as a free action.

Nomadic Centaur

You are used to always being on the move, with long days of hard travel. When determining how far you can travel overland in a day, you are able to travel for up to 12 hours, instead

of the normal 8. Additionally, when determining your travel speed through difficult terrain, you move at two-thirds your normal movement rate, while greater difficult terrain reduces you to half your normal movement rate, instead of the normal amounts. This applies only to travel speed in exploration mode, and does change how difficult terrain impacts your movement during encounter mode.

Wild Centaur

The call of the wild sings strong in your heart, and you long always for the freedom of the open plain. You gain a +1 circumstance bonus on saving throws made to resist enchantment and charm effects.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a centaur, you select from among the following ancestry feats.

1st Level

Accomplished Scout Feat 1

Centaur

When you Scout, the circumstance bonus on initiative rolls that you grant to members of your party is increased by an amount equal to your Wisdom modifier.

Centaur Lore Feat 1

Centaur

You have been trained in centaur techniques for tracking, hunting, and surviving in the wild. You are trained in Nature and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Centaur Lore.

Centaur Weapon Familiarity Feat 1

Centaur

You are well-versed in the use of your people's traditional weapons. You are trained with javelins, lances, longbows, composite longbows, longswords, scimitars, shortbows, composite shortbows, and spears.

Darkvision Feat 1

Centaur

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Fast Traveler Feat 1

Centaur

You are accustomed to long treks at fast paces. You can Hustle for a number of hours equal to your Constitution modifier (minimum 1 hour), instead of the normal limit. Additionally, once per day, you can take 1 additional action on your turn, which must be used to Stride.

Swift Strider Feat 1

Centaur

Your powerful legs allow you to run more quickly across the land. Your Speed increases by 5 feet.

War Hoof Feat 1

Centaur

You gain a hoof unarmed attack that deals 1d8 bludgeoning damage. Your hooves are in the brawling group and have the agile and unarmed traits.

5th Level

Centaur Weapon Mastery Feat 5

Centaur

Prerequisites Centaur Weapon Familiarity

You are able to make the most of your peoples' traditional weapons. Whenever you critically hit using a type of weapon listed in Centaur Weapon Familiarity, you apply the weapon's critical specialization effect.

Get Behind Me Feat 5

Centaur

You provide standard cover to allies of Medium size or smaller when you are between them and their attacker, instead of providing only lesser cover to them. Additionally, you provide greater cover to allies of Small size or smaller, instead of providing standard cover to them.

Throw Your Weight Around Feat 5

Centaur

You have learned how to best make use of the horse-like portion of your body, allowing you to bring your full weight to bear when needed. You gain a +4 circumstance bonus on Athletics checks made to Force Open or to Shove.

9th Level

Attack on the Move Feat 9

Centaur

You Stride up to twice your Speed. At any time during this movement, you may make a single melee or ranged Strike. If your Strike hits, any further movement you make as part of this ability does not trigger reactions from the creature you hit.



Like the Wind

Feat 9

Centaur

Prerequisites Swift Strider

You are exceptionally fast. Your speed increases by an additional 5 feet. Additionally, you gain a +2 circumstance bonus on initiative checks.

Trample

Feat 9

Centaur

Prerequisites War Hoof

You Stride up to double your Speed and can move through the spaces of Medium or smaller creatures while doing so, without needing to make an Acrobatics check to Tumble Through. You Trample each creature whose space you enter, dealing damage to them as though you had successfully hit them with your hoof Strike. A trampled creature can attempt a basic Reflex save (DC = 10 + your level + your Strength modifier) to reduce the damage. You can only Trample a given creature once in a single use of Trample.

13th Level

Centaur Weapon Expertise

Feat 13

Centaur

Prerequisites Centaur Weapon Familiarity

Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in all weapons listed in Centaur Weapon Familiarity.

Force of Momentum

Feat 13

Centaur

You are able to put all of your weight behind a single strike. Whenever you successfully Strike a creature with a weapon that deals bludgeoning or piercing damage, if you moved at least 30 feet that turn prior to making the attack, you deal an additional 2 points of damage.

Improved Trample

Feat 13

Centaur

Prerequisites Trample

You deal an additional 2 damage to each creature you successfully Trample, and you gain a +1 circumstance bonus to the DC. Additionally, a creature that critically fails on its Reflex save is also knocked prone.

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MAXIMUM HORSE POWER!

In the *Pathfinder Second Edition* roleplaying game, a character's ancestry matters more than ever before, and because ancestries allow characters to choose from a variety of options and abilities as they continue to increase in level, there are more opportunities for ancestries that represent more exotic and exciting creatures that have normally not been suitable for player characters.

This book presents an exciting new ancestry, allowing players to take on the role of centaurs. These mysterious outlanders have featured prominently in myth and fantasy since the times of ancient Greece, and while there have been many different interpretations of them, all involve fast, powerful creatures that live on the fringes of civilized society. In this book, you'll find:

- Background information on centaur characters, including an overview of their physical features, society, alignment and religion, and naming conventions.
- Basic stats for centaur characters.
- Five centaur heritages, including draft centaur, fey centaur, and nomadic centaur.
- Sixteen ancestry feats for centaur characters, including *Accomplished Scout*, *Throw Your Weight Around*, and *Improved Trample!*



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