

Variant Centaur: Traits

Your Centaur Character has a number of other traits in common with all other Centaur.

Ability score increase. Your Dexterity, Wisdom, & Strength ability scores increase by 1 to a maximum ability score of 20.

Age. A Centaur can live almost as long as an elf, sometimes up to 800 years, and reach adulthood at around the same time as humans.

Alignment. Centaurs are inclined toward neutrality. With more passive wise teachers tending towards Lawful neutral, and the more rambunctious young stallions tending towards Chaotic Neutral.

Size. Your Size is large, with a Centaur's average height being about a foot and a half taller than humans, with their equine bodies reaching about 5 feet at the withers.

Languages. You can know the Common and Sylvan language.

Speed. Your base walking speed is 40 feet.

Hybrid. Your creature type is both monstrosity and humanoid.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack with the reach property on the same turn, the target takes an extra 1d6 weapon damage. The Weapon damage increases to 2d6 at 5th level, and 3d6 at 10th level.

Equine Build. You count as one size larger when determining your carrying capacity and the weight you can push or drag.

In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Furthermore, your large body is unable to be protected without specialty made armor. Armor must be specially made for you following the rules of Barding, and is four times as expensive and weighs twice as much as armor made for a medium Humanoid. However you can still only use weapons sized to medium creatures and your natural range remains 5 feet.

Sapient Steed. Creatures one size smaller than you or less are able to ride you as if you were an independent mount. However, you yourself are unable to mount a creature.

Centaur Weaponry. You have proficiency in the lance, pike, And longbow martial weapons. Additionally, you do not need to use both hands and count as mounted when you use the lance.

Racial Feats

Noble Mount.

When a creature within 5 feet makes an attack against an ally that is mounted on you, you can use your reaction to make a melee weapon attack against that creature.

Additionally, you can relinquish control of your movement to the turn of an ally mounted on you. When combat begins like this, your rider gains a +5 bonus to initiative.