

This document details the progression and class details for centaurs.



Centaur

Description: Centaurs are a race of wandering tribal nomads. They are most at home on rolling, verdant plains but are known to adapt to many types of environments all over the world. Most centaur tribes trace their ancestry back to the everlasting summer of Elfland, and indomitable centaur chargers are a common sight among the armies of the fae.

Centaur culture is built on living in harmony with nature and revering the elders of the community. A centaur's life is viewed as a long, winding path towards a personal, transformative event. Many fall along this path, and only a few make it through the event itself: although specifics vary, the event itself is always a gruelling hardship.



Those who surmount this final peak attain a sort of transcendent wisdom

and are thereafter counted among the tribe's elders. Centaur elders radiate inner power and are capable of effecting change around them with their mystical focus alone.

Hit Points: Zero level centaurs roll their preliminary hit points with a d8 instead of the usual d4. Centaur warriors gain 1d14 hit points on each level. This shifts to 1d10 hit points for each level when a centaur attains the rank of elder (see *Warriors and elders* below).

Weapon training: Centaurs are trained in all basic weapons: daggers and swords, axes, clubs, maces and mauls. Their physical configuration is especially suited for the use of long hafted weapons and accordingly they prefer using staffs, spears and lances (see *Charger* below). For ranged combat centaurs can use slings, darts, blowguns,

shortbows and longbows. Centaurs can use shields or any type of armor, although suits they do use need to be refitted for their unusual shape (adding a +50 % surcharge to any armor purchase they make). Note that while not allergic to iron like elves, centaurs tend to avoid iron weapons and equipment due to ancestral traditions originating from the vast plains of Elfland.

Alignment: As their culture aims for a balanced synergy with surrounding wildlife, centaurs tend towards neutral alignments. Chaotic centaurs are certainly not uncommon, due to their heritage of Elfland and closeness to its passions. Lawful centaurs are an exception to this rule, and as such either rise to positions of power in their tribe or become lonely outcasts among their kind.

Centaur occupations: Centaurs roll their 0-level occupations on the following table (Table A). Centaur tribes are fairly egalitarian in most things: each member has their place and is tasked with work according to their ability. Everyone who belongs to the tribe may speak on communal matters, and in matters of contention the tribe bows to the wisdom of their elders. Beyond these basic principles and a preference towards a mobile, nomadic lifestyle, centaur communities are as varied as those of men.

Table A: Centaur occupations		
Roll D20	Occupation	Base equipment
1	Outcast: For whatever reason, the centaur has been forced to eke out a living in the fringes of the tribe.	Spear with iron tip and saddlebags.
2	Dray: A menial labourer tasked with carrying loads and pulling wagons.	Heavy staff (DMG d6) and rope 50' (~15 m).
3	Forager: Skilled at finding sustenance in whatever natural environment the tribe travels in.	Sling & large woven backpack full of (roll d4): (1) turnips; (2) wild wheat; (3) apples; (4) sweet grapes.
4	Camp-tender: Tasked with building and tending the tribal camp.	Stone maul (DMG d8) and a large tent.
5	Herder: Focused on tending the livestock of the tribe and watching over them.	Shepherd's crook (as staff) and (roll d4): (1) a chicken; (2) a goose; (3) a sheep; (4) a goat.
6	Scout: Tasked with making sure that any paths travelled are safe for the tribe.	Shortbow, 10 arrows and sack with 1d6 iron rations.
7	Foal-tender: Those who tend to the foals and yearlings of the tribe.	Shepherd's crook (as staff) and a satchel of toys.
8	Hearth-keeper: Cooks and homemakers of the tribe.	Staff and a bundle of firewood.
9	Brewer: Tasked with providing the tribe with beer and wine.	Staff and two large skins of beer.
10	Artisan: Multi-talented crafters, skilled in carpentry, weapon-making and weaving, among other things.	Bronze hammer (DMG d6) and a satchel of tools.
11	Hunter: Tasked with providing the tribe with meat.	Longbow, 10 arrows and a cage trap for small game.
12	Night-guard: Those who watch over the tribe at night.	Bronze-tipped spear and 5 torches.

13	Outrider: Coursers who protect the flanks and rear of the tribe as it travels.	Longbow, 10 arrows and leather armor.
14	Lancewielder: Professional fighters oathbound to the tribe.	Bronze-tipped lance and leather armor.
15	Warden: Keepers of peace and mundane law.	Bronze-tipped spear and shield.
16	Mythsayer: Historians and storytellers, the tribal memory of the centaurs.	Staff and (roll d4): (1) a tympanon; (2) a lyre; (3) a syrinx; (4) an aulos.
17	Herbalist: Carriers of generations of plant-lore.	Sickle (DMG d5) and a 1 lbs (~½ kg) sack of herbs.
18	Lawspeaker: Mediators and adjudicators of the tribe.	Staff of office and scrolls of law.
19	Haruspex: Skilled in divination and augury through the reading of entrails and omens.	Large knife (as dagger) and a caged rabbit.
20	Pathsinger: Specialist guides able to sing forth a path for the tribe to follow.	Pathmarker staff and a bag of guidestones.

Large form: As centaurs are half human and half horse they may have trouble fitting into spaces made for men, and certain environmental challenges may prove impassable for them. Centaurs abhor closed spaces, and feel most comfortable outside under the open sky.

Infravision: Centaurs have a natural infravision of 40’.

Charger: Centaurs have a movement range of 60’. A charging centaur is a force to be reckoned with, and accordingly all bonuses for charging are doubled and no penalties are suffered. Centaurs always count as mounted for wielding spears and lances.

Trample: Instead of attacking with a weapon, a centaur may attempt to trample their opponent for 2d4 damage.

Wildcraft: Wildcraft encompasses all of the skills necessary for survival in the wild. Tracking, trapping, hunting and gathering, finding useful herbs or secure campsites are all valid uses for the wildcraft skill. This skill is also used to safely traverse obstacles such as crossing wild rivers or climbing mountains. Refer to the below table for approximate skill DCs for various activities.

Wildcraft is modified by Intelligence.

DC	Tracking	Hunting	Herbology	Climbing
5	Spotting recent tracks.	Gathering food for one.	Collecting simple spices.	A steep slope.
10	Seeing a few days old traces.	Snaring small game.	Picking petals for poultices.	A rough foothill.
15	Following a stealthy predator.	Hunting big game.	Gathering curative roots.	A rocky outcropping
20	Tracing an intentionally hidden trail.	Finding enough food for a village.	Discovering magical flora.	A sheer mountain face.

Animal tongues: All centaurs are proficient with one or more animal tongues based on their occupation. When generating a centaur character pick an animal tongue which fits with their position in the tribe as a bonus language in addition to any languages rolled from the list at the end of this document.

Warriors and elders: Usually, centaur characters start out as centaur warriors. During their adventures their path may eventually lead to a turning point where they attain the wisdom and understanding of an elder. The specific nature of this event is left up to the player and the Judge to decide in unison, but should represent a great personal accomplishment or sacrifice. The old DCC adage of “Quest for it” is as true here as it ever was. Also note that not all centaurs ever reach the rank of elder, and it is perfectly fine to remain a warrior for a character’s whole adventuring career.

Mechanically, when a centaur warrior advances to the stature of an elder their character is updated to reflect this change. Update HD, attack bonus, saves and other details and re-roll hit points to reflect the new class. Skills and abilities for both separate classes are described below, while the rules above pertain to both warriors and elders. Centaur warriors are wild martial heroes of their kind, while centaur elders are spiritual leaders and adjudicators of the tribal nomads.

Centaur warriors

Description: From the ranks of common centaurs, a few rise to be famous warriors. Their paths are always full of hardship and challenge, and the few that conquer all these adversities ascend to be elders and leaders of the nomadic race.

Warrior’s Deeds: Centaur warriors have access to a deed die, identical to their human counterparts (DCC rulebook pg. 42).

Warrior’s initiative: Centaur warriors may add their class level to initiative rolls.

Spears and bows: Centaur’s physique allows them to use weapons with long hafts with great efficiency, granting a +1 to attack and damage rolls with such equipment (staves, spears, lances and polearms, for example). Centaur warriors are also famed for their hunting skills, and have a similar bonus for wielding bows. Finally, when wielding spear-like weapons or bows a centaur warrior may expend a point of Luck to cancel a fumble (the attack still misses).

Centaur elders

Description: Some centaur warriors survive long enough to prove their worth to the ever present ancestor spirits, and gain supreme focus and confidence through their deeds. These few ascend to elderhood, and gain mystical powers stemming from the spirit world and their own understanding of the Great Path.

Elder’s magic: Centaur elders have transcended their own fate, and learned all they can on this mortal path. Consequently, they have attained a wisdom which grants them certain powers over reality. This power stems from a deep understanding of their own place in nature and the realities implied therein, although further explanations beyond this are rare and vary much between elders of different tribes.

The magic of elder centaurs is a primitive form of idol magic and obeys similar rules to cleric spellcasting (DCC rulebook pg. 28), with the following exceptions: centaur elders are not bound to a specific deity, but rather to nature itself and their ancestor spirits; their personal morality defines possible sinful use of their powers and they cannot sacrifice to reduce disapproval, turn unholy or ask for divine aid. Centaur elders have their own spell list and disapproval table (see below).

Note that some centaur tribes are known to venerate the deities of men, but the consequences of such deviation from the norm are left up to the Judge's discretion.

Caster level & spell checks: A centaur elder's class level is their caster level. Centaur elders roll spell checks as action die + CL + Personality modifier.

Lay on hands: Centaur elders can use their powers to lay on hands like clerics (DCC rulebook pg. 30).

Spell list: Centaur elders gain spells from the following spell list (Table C). Their spellcasting ability is inborn, and they gain new spells automatically each time they gain a level.

Table C: Centaur elder spell list					
D XX	1st level	2nd level	3rd level	4th level	5th level
1	Animal summoning 129	Banish 269	Bolt from the blue 287	Cause earthquake 296	Magic bulwark 251
2	Blessing 255	Binding 270	Consult spirit 204	Control ice 239	Polymorph 243
3	Darkness 258	Cure paralysis 272	Curse 273	Make potion 223	Weather control 302
4	Detect evil 259	Gust of wind 219	Dispel magic 208	Transmute earth 244	Whirling doom 303
5	Detect magic 260	Neutralize poison or disease 277	Knock 175	True name 293	
6	Feather fall 140	Nythuul's porcupine coat 186	Lotus stare 276	Remove curse 289	
7	Food of the gods 262	Scare 191	Monster summoning 184	Vermin blight 300	
8	Forest walk 345	Shatter 193	Restore vitality 278	Warhorn of Elfland 346	
9	Mending 147	Snake charm 280	Runic alphabet, fey 227		
10	Paralysis 264	Spider web 196	The dreaming 347		
11	Resist cold or heat 266	Stinging stone 282	Turn to stone 233		
12	Second sight 267	Strength 198	Water breathing 235		
13	Speak with the dead 290	Ward portal 160			
14	Spider climb 156	Wood wyrding 284			

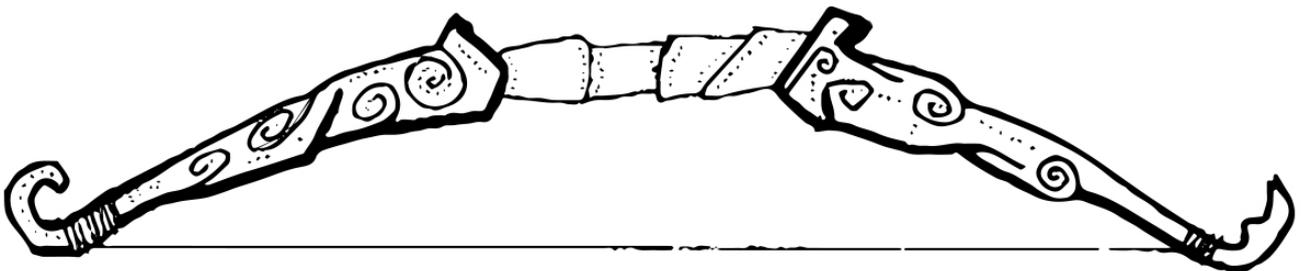
Elder disapproval: Centaur elders trigger disapproval rolls the same way clerics do (DCC rulebook pg. 28), but their disapproval is rolled on the table below (Table D). Rather than restitution towards a specific deity, centaur elder disapproval represents amends made for broken oaths towards primal natural principles and ancestor spirits, as well as meditation over breached personal principles.

TABLE D: Centaur elder disapproval	
Roll	Disapproval
0 or less	The centaur elder must center themselves and meditate for at least 10 minutes starting as soon as they're not in immediate danger. Failure to do so causes a -1 penalty to all spell checks until meditation is complete.
1	The elder must meditate on their position on the Great Path. They must spend at least 10 minutes in quiet meditation, starting as soon as they are not in immediate danger. Failure to do so incurs a -2 penalty to all spell checks until meditation is complete.
2	The elder must focus and meditate extensively on the Great Cycle and their part in it. They must spend a full hour in quiet meditations starting as soon as they're out of immediate danger. Failure to complete the meditation within 120 minutes incurs a -1 penalty to spell checks which lasts until the following day.
3	As a representative of the ancestor spirits, the centaur elder must tend to their tribe. This service takes the form of humble and menial tasks, and simple aid given without need for request. The task must be completed before the day is out, lest the elder's disapproval will not reset the following day.
4	Self-doubt and loss of focus plagues the elder. They suffer -1 to all spell checks until they can engage in a full night of dream meditation to walk the Spirit Paths and regain their center.
5	The centaur elder has exhausted their spiritual reserves, and suffers a -4 penalty to the spell or ability that caused the disapproval. This lasts until the next day.
6	The elder must meditate upon humility and service. For the remainder of the day they must treat all members of their extended tribe as their superiors. Failure to do so results in loss of all spellcasting ability including healing for the remainder of the day.
7	The elder must present a sacrifice to the ancestor spirits. These offerings and gifts vary greatly between tribes, and details are ultimately left up to Judge's discretion. Until the elder completes the sacrificial ritual they suffer -1 to all spell checks.
8	The centaur elder's connection with the spirit world drains them. They suffer 1d6 points of Stamina damage, which heals at a normal rate but cannot be regained by other means. During their convalescence the elder is constantly harried by disagreeable ancestor souls.
9	The centaur elder's sense of personal purpose is deeply shaken, causing a -2 penalty to all spell checks until they spend a full night in dream meditation, during which they must confer with their ancestral mentors.
10	The Great Path forces a minor challenge upon the centaur elder. They lose access to one randomly determined spell for the remainder of the day.
11	The centaur elder must meditate upon their place on the Great Path. They incur a -2 penalty to all spell checks. The only way to lift the penalty is to meditate: for each full day spend in solitary meditation the elder may make a DC 15 Will save to remove the penalty.

12	The elder is temporarily lost on the Great Path. They cannot gain XP for the remainder of the day.
13	Calculate the centaur elder's net worth in gold pieces. They incur a permanent -5 penalty to spell checks which persists until they have rid themselves of 50% of this value, each 10% increment drops the penalty by 1. The wealth has to spent to improve the lot of their tribe.
14	The elder loses focus, and along with it access to 3 random spells for the remainder of the day. They regain the spells by engaging in a full night of dream meditation, conferring with their ancestor spirits.
15	The ancestors are not pleased. The centaur elder's disapproval does not reset the following day. The next day things reset as normal. Also, from now on their dreams are visited by demanding ancestor spirits.
16	The centaur elder's ability to lay on hands is restricted until they prove their power and worth through a deed of combat or compassion. The deed must be accomplished in advancement of their extended tribe, but further details are left up to the Judge's discretion.
17	The elder loses access to 5 random spells until they prove their power and worth through a deed of combat or compassion. The deed must be accomplished in advancement of their extended tribe, but further details are left up to the Judge's discretion.
18	The centaur elder loses all of their healing powers until they prove their power and worth through a deed of combat or compassion. The deed must be accomplished in advancement of their extended tribe, but further details are left up to the Judge's discretion.
19	The elder loses access to all of their spells until they prove their power and worth through a deed of combat or compassion. The deed must be accomplished in advancement of their extended tribe, but further details are left up to the Judge.
20 or more	The centaur elder loses access to all magical abilities until they prove their power and worth through a deed of combat or compassion. The deed must be of a comparable magnitude to the original event which granted them their status as an elder, but further details are left up to the Judge's discretion.

Languages: All centaurs know Common and Centaur. They gain one additional language per point of Intelligence modifier, roll d100 (re-roll duplicates): (01-10) Alignment tongue; (11-15) Chaos; (16-20) Neutrality; (21-25) Law; (26-35) Elf; (36-40) Halfling; (41-43) Gnome; (44-46) Goblin; (47-49) Groll; (50-52) Harpy; (53-55) Hobgoblin; (56-58) Lizardman; (59-61) Minotaur; (62-64) Cyclops; (65-67) Ogre; (68-70) Pixie; (71-73) Giant; (74-76) Griffon; (77-79) Unicorn; (80-82) Dragon; (83-85) Ferret; (86-88) Horse; (89-91) Wolf; (92-94) Spider; (95-97) Bear; (98-00) Eagle.

Action dice: Centaur warrior use their action dice on attacks and skill checks. Centaur elders apply their action dice to attack rolls, skill checks and spell checks.



Level	Deed die	Crit die / table	Action die	Wildcraft	Ref	Fort	Will
1	+ d4	1d10 / III	1d20	+ 3	+ 0	+ 2	+ 0
2	+ d5	1d12 / III	1d20	+ 3	+ 1	+2	+ 0
3	+ d6	1d14 / IV	1d20	+ 4	+ 1	+ 3	+ 1
4	+ d7	1d16 / IV	1d20	+ 5	+ 2	+ 3	+ 1
5	+ d8	1d20 / IV	1d20 + 1d14	+ 6	+ 2	+ 3	+ 2
6	+ d10	1d24 / V	1d20 + 1d16	+ 8	+ 3	+ 4	+ 2
7	+ d12	1d30 / V	1d20 + 1d16	+ 9	+ 3	+ 5	+ 3
8	+ d12 + 1	2d16 / V	1d20 + 1d20	+ 10	+ 4	+ 6	+ 3
9	+ d12 + 2	2d20 / V	1d20 + 1d20	+ 11	+ 4	+ 7	+ 4
10	+ d12 + 3	2d24 / V	1d20 + 1d20 + 1d14	+ 12	+ 4	+ 8	+ 4

Level	Attack	Crit die / table	Action die	Wildcraft	Ref	Fort	Will	Spells known by level				
								1	2	3	4	5
1	+ 1	1d6 / III	1d20	+ 4	+ 0	+ 0	+ 2	3	-	-	-	-
2	+ 2	1d6 / III	1d20	+ 6	+ 0	+ 0	+ 3	3	-	-	-	-
3	+ 2	1d8 / III	1d20	+ 8	+ 0	+ 1	+ 3	4	1	-	-	-
4	+ 3	1d8 / III	1d20	+ 10	+ 1	+ 1	+ 4	4	2	-	-	-
5	+ 4	1d10 / III	1d20	+ 12	+ 1	+ 2	+ 4	5	3	1	-	-
6	+ 4	1d10 / III	1d20 + 1d14	+ 13	+ 2	+ 2	+ 5	5	4	2	-	-
7	+ 5	1d12 / III	1d20 + 1d16	+ 14	+ 2	+ 3	+ 5	6	4	3	1	-
8	+ 6	1d12 / III	1d20 + 1d16	+ 15	+ 3	+ 3	+ 6	6	5	4	2	-
9	+ 7	1d14 / III	1d20 + 1d20	+ 16	+ 3	+ 4	+ 6	7	6	4	3	1
10	+ 8	1d14 / III	1d20 + 1d20	+ 16	+ 3	+ 4	+ 7	8	6	5	3	2

Titles: The titles of centaur warriors represent their deeds and position in the tribe. Centaur elders generally take their title from whatever transformative event leads to their ascendancy into transcendent wisdom, and carry it with pride for the rest of their life.