

Centaur

(BL: Naes)

Type: Standard Creature

Q/M Ratio 2:1

Armour: Up to 4 points may be worn, may use any shields.

Attacks: Any melee weapon and bows.

Abilities:

- 1) Bow skills equal to archer of equal level, as summarized below.
- 2) Tracking (1/life) as per scout ability.
- 3) May carry 2 enchantments, (2/game)
- 4) Due to mobility of Centaurs horse half, leg wounds are far less effective.
 - A) 1st leg wound has no effect.
 - B) 2nd leg wound counts as normal, wounds leg. Other limb wounds will kill.

Garb: It's easy to do the human part but the rest will need a great imagination.

Description:

These creatures are a half-horse, half humanoid race. rumored to have been created by a senile old wizard, unaware of his actions. Centaurs are usually neutral, and are fierce defenders of their homes, especially against uninvited guests.

Lives: 4

Levels:

- 1st Repair Bow (1/life) as per Archer ability.
- 2nd 1 Stun Arrow, 1 Flame Arrow, both reusable, as per Archer.
- 3rd Plus 1 point damage with all arrows.
- 4th 1 Armour Piercing Arrow (reusable) as per Archer.
- 5th Tracking (1/life) as per Scout.
- 6th Penetration Arrow (reusable) as per Archer.