

Centaur

Male centaur - CL4 - CR 3

Chaotic Neutral Monstrous Humanoid; Deity: **Desna**; Age: **28**; Height: **6' 8"**; Weight: **430 lb.**; Eyes: **brown**; Hair: **black**; Skin: **brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	11	0	
WIS WISDOM	14	+2	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+2			
REFLEX (DEXTERITY)	+6	=	+4	+2			
WILL (WISDOM)	+6	=	+4	+2			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+5	+2	-1	+1			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	15				

CM Bonus	+7	=	+4	+2	+1	-
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CM Defense	19	=	10	BAB	Strength	Dexterity	Size
23 vs. Overrun; 23 vs. Trip				+4	+2	+2	+1

Base Attack	+4	HP	30
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Initiative	+6	Damage / Current HP
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Speed	50 ft
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Darkwood composite shortbow

Ranged, both hands: **+6, 1d6+2** Crit: x3
Rng: 70'
2-hand, P

Hooves x2 (Centaur)

Main hand: **+0/+0, 1d6+1** Crit: x2
Light, B

Spear

Both hands: **+5, 1d8+3** Crit: x3
Rng: 20'
Ranged, both hands: **+5, 1d8+2** 2-hand, P, Brace



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (2)	-	
Run: +4 to jump with a running start, Speed greater/less than 30 ft.: +8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+1	STR (2)	-	
Diplomacy	+5	CHA (1)	4	
Disguise	+1	CHA (1)	-	
Escape Artist	+1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+6	CHA (1)	2	
Knowledge (nature)	+4	INT (0)	4	
Perception	+7	WIS (2)	2	
Ride	+1	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	-3	DEX (2)	-	
Survival	+9	WIS (2)	4	
Swim	+1	STR (2)	-	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Improved Initiative

You get a +4 bonus on initiative checks.

Feats

Run

Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

+1 chain shirt

+5

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Gear

Total Weight Carried: 94/600 lbs, Encumbrance Ignored

(Light: 198 lbs, Medium: 399 lbs, Heavy: 600 lbs)

+1 chain shirt	50 lbs
Arrows x40 <In: Darkwood composite shortbow>	0.15 lbs
Bedroll <In: Saddlebags (14 @ 22.5 lbs)>	5 lbs
Belt pouch (6 @ 0 lbs)	0.5 lbs
Darkwood composite shortbow	1 lb
Flint and steel <In: Saddlebags (14 @ 22.5 lbs)>	-
Mess kit <In: Saddlebags (14 @ 22.5 lbs)>	1 lb
Money <In: Belt pouch (6 @ 0 lbs)>	-
Oil of magic weapon <In: Belt pouch (6 @ 0 lbs)>	-
Pot <In: Saddlebags (14 @ 22.5 lbs)>	4 lbs
Potion of cure light wounds x3 <In: Belt pouch (6 @ 0 lbs)>	-
Potion of reduce person <In: Belt pouch (6 @ 0 lbs)>	-
Saddlebags (14 @ 22.5 lbs)	8 lbs
Soap <In: Saddlebags (14 @ 22.5 lbs)>	0.5 lbs
Spear	6 lbs
Torch x5 <In: Saddlebags (14 @ 22.5 lbs)>	1 lb
Trail rations x3 <In: Saddlebags (14 @ 22.5 lbs)>	1 lb
Waterskin <In: Saddlebags (14 @ 22.5 lbs)>	4 lbs

Special Abilities

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal

Tracked Resources

Arrows	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Oil of magic weapon	□
Potion of cure light wounds	□□□
Potion of reduce person	□
Spear	□
Torch	□□□□□
Trail rations	□□□

Languages

Common

Sylvan

Experience & Wealth

Current Cash: **You have no money!**

Languages

Elven

Situational Modifiers

Acrobatics

Run: +4 to jump with a running start, **Speed greater/less than 30 ft.:** +8 to jump

Centaur – Abilities & Gear

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Run

Feat

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Darkvision (60 feet)

Racial Ability, Senses (Monstrosity)

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