

## Centaur Minion MR3

Power Level 6, 45 PP; Abilities 8 + Powers 14 + Advantages 3 + Skills 6 (12 ranks) + Defenses 14

### Abilities

Strength	4	Agility	1	Fighting	2	Awareness	1
Stamina	4	Dexterity	0	Intellect	0	Presence	0

### Offense

Initiative: +1

Attack Name	Attack Bonus & Resistance DC	Notes
Spear	+4, DC 22	Piercing, Crit 19-20
Throw	+0, DC 19	Bludgeon, Crit 20
Unarmed	+4, DC 19	Bludgeon, Crit 20

### Powers

- ✓ **Growth: Growth 4** (8) +4 STR, +4 STA, +2 Intimidate, -4 Stealth, -2 active defenses, +1 size rank, +4 mass ranks; Permanent
- ✓ **Senses: Senses 2** (2) Extended: Vision 1: x10, Low-light Vision
- ✓ **Speed: Speed 4** (4) Speed: 30 miles/hour, 500 feet/round

### Advantages

- Close Attack 2** +1 bonus to close attack checks per rank.
- Equipment 1** 5 points of equipment per rank.

### Equipment

Leather Armor, Spear

### Movement

**Base Movement Speed** - 30 miles/hour, 500 feet/round (run 60 miles/hour, 900 feet/round; swim 8 miles/hour, 120 feet/round)

**Routine Jump Distance** - Running jump: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.

**Speed: Speed 4** - Speed: 30 miles/hour, 500 feet/round

**Throwing Distance** - Throw 3200 lbs. 6 feet; throw 800 lbs. 30 feet; throw 200 lbs. 120 feet

### Background Information

**Languages:** Native Language



### Defenses

Dodge	4
Parry	5
Fortitude	5
Toughness	4
Will	4

### Skills

**Athletics +4, Deception +0, Expertise: Soldier +4, Insight +1, Intimidation +6, Perception +5, Persuasion +0, Stealth -3**

### Damage

<input type="checkbox"/>	Bruises
<input type="checkbox"/>	Dazed
<input type="checkbox"/>	Staggered
<input type="checkbox"/>	Incapacitated

### Fatigue

- ☐ Fatigued
- ☐ Exhausted