

Centaur (NPC)

Power Level 8, 74 PP; Abilities 22 + Powers 14 + Advantages 8 + Skills 10 (20 ranks) + Defenses 20

Abilities

Strength	4	Agility	2	Fighting	5	Awareness	2
Stamina	4	Dexterity	0	Intellect	0	Presence	2

Offense

Initiative: +2

Attack Name	Attack Bonus & Resistance DC	Notes
Spear	+8, DC 22	Piercing, Crit 19-20
Throw	+4, DC 19	Bludgeon, Crit 20
Unarmed	+8, 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

- Assessment** Use Insight to learn an opponent's combat capabilities.
- Close Attack 3** +1 bonus to close attack checks per rank.
- Daze (Intimidation)** Use Deception or Intimidation to daze an opponent.
- Equipment 1** 5 points of equipment per rank.
- Ranged Attack 2** +1 bonus to ranged attack checks 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	8
Parry	8
Fortitude	6
Toughness	4
Will	7

Skills

Athletics +4, Deception +2, Expertise: (open) +4, Insight +2, Intimidation +10, Perception +6, Persuasion +6, Ranged Combat: Throw +2, Stealth -2

Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

Fatigue

- ☐ Fatigued
- ☐ Exhausted