Adventurer's Option: Tauric Races

...for use with Dungeons and Dragons 4th Edition

Adventurer's Option: 'Tauric Races Preview

Table of Contents

Introduction 2
'Taur Typology 3
Creating and Playing a 'Tauric Race 4
Variations and Modifying the Races 5
Generic 'Taur Races 6
Character Options 13
Appendix A 16
Final Words & Author's Notes 18

KANNIK
STUDIOS

Created, Written and Layout by: Oliver Bollmann
Playtesting by: Jason Cvitkovich

For use with the 4th Edition
DUNGEONS & DRAGONS
ROLEPLAYING GAME
Requires the use of the D&D *Player's Handbook*,® *Monster Manual*,® and *Dungeon Master's Guide*® *Player's Handbook*® 2, *Monster Manual*® 2, *Adventurer's Vault*™ core rulebooks, available from Wizards of the Coast, LLC

Adventurer's Option: 'Tauric Races

preview

Introduction

The mighty Centaur is a well-known mythical beast, easily recognized by gamer and non-gamer alike. At their mention familiar images are likely to spring to mind: the famed half human, half horse either charging valiantly over the hills, powerfully carrying someone away through the forest, or perhaps even dancing delightfully in a Fantasia-induced vision. Whichever image most fits, the famed Centaur is a familiar creature and a staple in the fantasy and mythological realms.

In the western world, Centaurs can trace their origins back to ancient Greece, arising sometime during the Bronze Age. In Greek mythology Centaurs were seen as Liminal beings, caught between dual and contrasting natures and symbolizing the tension between wild/untamed and the ordered/civilized. In the mythology Centaurs were thus found playing roles as varied as as barbaric antagonists as well as learned and wise teachers. Similar hybrids were also found in the Mesopotamian and ancient Egyptian mythologies, displaying the morphology's allure.

Centaur imagery persisted into Medieval Europe, appearing in heraldry both in their horse- as well as lion-hybrid incarnations. With their position so well grounded in the cultural mindset Centaurs easily strode into fantasy literature and artistry alongside the many other fantastical beasts. Like the Centaurs of ancient Greece they were portrayed in varying roles, both savage and refined, both as antagonists and as protagonists.

Soon authors and artists began to apply the Centaur physiological makeup – that particular merging of half human and half animal – to other creatures, creating a bevy of Centaur-like creatures. So it was that in fantasy and science fiction literature is where centauroid creatures have found their fullest expression, with felines, canines, other equines, insects and even reptiles 'taurically romping across the fantasy fiction landscape. Something about these creatures clearly appealed to our sense of wonder.

With the breadth of sources from which Advanced Dungeons and Dragons drew its inspirations the centaur charged into the world of the fantasy RPG. The very first Monster Manual released described the classic Centaur, and it was soon joined in subsequent books by hybrids created from goats (Bariaur), lions (Wemics), and even from the iconic dragons (Dracotaur). Snakes (Yuan-ti) and spiders (Drider) can also be considered part of this genre, while the Lamia was explicitly open to a multitude of beast-halves.

From those early editions to today, the Centaur has found itself described, expanded, and occasionally offered up as a player race with varying degrees of success. This supplement is intended to make available the variety of 'tauric races as player races in the 4th Edition Dungeons and Dragons ruleset, bringing with them their uniqueness and special forms while remaining within the balance and capabilities established by other player races and making it easy to play a 'taric race without need for re-balancing or level adjustments.

Welcome To The Preview!

This preview contains a few of the pages and rules from the full version of 'Tauric Races. We hope it whets your appetite and gives you a sense of what this supplement can make available for your games. Designed so that 'taurs can be be easily integrated into any campaign it brings the excitement of these new races while staying true to the ideas of the 4e ruleset. Enjoy!

Adventurer's Option: 'Tauric Races

Creating and Playing a 'Tauric Race

What follows are a series of semi-generic 'taur races, based on and described by the main characteristics of their animal halves. To create a full-fledged 'tauric race, the DM or player chooses the base generic race that best suits the animal type, creates a name for the race, and proceeds from there with the racial write-up, ability modifiers, skills and features. A generic race may also be applicable amongst different sub-races of the same animal type; for example, a Centaur racial type may possess the heavy and strong Clydesdale-type Centaurs of the northern plains, while a different tribe from the woodlands may have developed more svelte and quick like a Mustang. Aesthetic choices about fur, colouration, and the style of head are left up to the campaign sensibilities and desires.

These generic 'taur write-ups have been crafted to (for the most part, see below) follow the pattern and power of existing races already created in D&D 4e, such that a 'taur race is playable from lst level onward with no need for the DM to adjust the power level of the adventure(s), nor will the player need to work with level adjustments or penalties. The only exception to this deals with a few items common across the

STRONG EQUINE 'TAUR

Hearty and fast hybrids who roam the woods and savannahs in small tribes.

The Strong Equine 'Taur type is intended for powerfully built hoofed animals; truly massive hoofed animals however are more suited for the Heavy Animal 'Taur type.

The Strong Equine 'Taur type is appropriate for:

- Clydesdale, draft and warhorses (Centaurs)
- Moose
- Caribou
- Goats and Rams (Bariaur)
- Boars

Thunderous Charge — Taur Racial Power

You drive forward and bring the fight to your enemies.

preview

Lithe Animal 'Taur

Cunning and dextrous hybrids who embody the traits of their animal ancestry well.

The Lithe Animal 'Taur type is intended for the more agile and dextrous mammals and reptiles.

The Lithe Animal 'Taur type is appropriate for:

- Foxes, Jackals
- Lynxes, Leopards, Ocelots, Cheetahs
- Weasels
- Rabbits
- Skunks

Racial Traits

Average Height: 5'6"- 6'-4"
Average Weight: 450-650 lb

Ability Scores: +2 Constitution, +2 Dexterity or Charisma
Size: Medium *
Speed: 7
Vision: Low Light

Languages: Common, Choice of one other
Skill Bonuses: +2 Perception, +2 Stealth

Pawed 'Taur Physiology:

- You occupy a 2x2 square space
- You are considered a Large creature for the purposes of Powers or Effects that depend on Size
- You are considered Medium creature for all other purposes, including the use of weapons
- You are considered Mounted for the purposes of the Mounted weapon property
- You multiply your Strength score by 13 for your Normal Load, by 26 for your Heavy Load and by 65 for your Maximum Drag Load
- You must eat three times the amount of a Medium creature
- You gain a +2 bonus to Athletics checks while Jumping
- You suffer a -5 penalty to Athletic checks when Climbing

Natural Weaponry: You gain proficiency with your claws and/or bite as weapons, gaining a +2 proficiency bonus and dealing 1d6 damage per attack.

Lithe Grace: When you make an Acrobatic Stunt or a Balance check, roll twice and use either result.

Agile Dodge: You can use *Agile Dodge* as an encounter power.

Agile Dodge — Taur Racial Power

You artfully leap out of the way of an oncoming attack.

Encounter
Immediate Interrupt — **Personal**

Trigger: You are hit by an attack.

Effect: You gain a +3 bonus to your Reflex and AC defenses vs the triggering attack. After the triggering attack is resolved, you shift 1 square.

Adventurer's Option: Tauric Races

preview

Character Options

Heroic Tier Feats

Many Footed Steadiness

Prerequisite: Taur race

Benefit: You gain a +2 feat bonus to Saving Throws and Balance skill checks to remain standing or to avoid forced movement into unsafe terrain. Whenever an attack would knock you prone, you get an immediate saving throw to avoid being knocked prone.

Natural Weaponry Expertise

Prerequisite: Race with natural weapons

Benefit: You gain a +1 feat bonus to weapon attack rolls you make with your natural weapons. This bonus increases to +2 at 11th level and +3 at 21st level. In addition, your natural [illegible]

[illegible]

Prerequisite: [illegible]

Benefit: You gain a [illegible] bonus to [illegible]

[illegible]

Prerequisite: [illegible]

Benefit: [illegible]

[illegible]	[illegible]
[illegible]	
[illegible]	
[illegible]	
[illegible]	
[illegible]	

[illegible]

Prerequisite: [illegible]

Benefit: [illegible]

[illegible]	[illegible]
[illegible]	
[illegible]	
[illegible]	
[illegible]	
[illegible]	

Taur Power Feats

[illegible]

Final Words & Author's Notes

I have always been fascinated by the 'tauric morphology. For whatever reason, their form captures my imagination. Over the years, from 1st edition through 3rd edition, I have played Centaurs in a number of campaigns. While other animal form types are on the whole more appealing to me, the Centaur was the easiest to bring into a D&D campaign.

The intent behind this supplement was quite simple: how can I bring these hybrid creatures that I find so fascinating into a 4th edition game, and more specifically, how can I do that gracefully? Earlier attempts at playing even a simple Centaur created havoc of either overly strong fighters, level adjustments, racial levels, and other constraints or consequences that ruined the flow and never seemed entirely natural. To that end I tried to strip the typology down to its barest minimums and worked with that baseline to fit within the norms already established by the other races released in official D&D products.

In the end though I felt that I still needed to break tradition slightly and introduce some explicit downsides and even penalties for playing a 'tauric race. However, those were minor compared to previous editions, and by toning down the bonuses and advantages I didn't need to play a harsh game of point per point balance. Certainly the greater features and even the more loose ability adjustment and limitations of 4th edition races also helped this immensely. This means that a 'taur can be dropped into a party, right at level 1, and not muck up plans, balance, or need to track XP or development differently to make up for their nature.

By providing a series of generic 'taur races I aimed to have best covered the endless variety of 'taurs possible in a fantastical universe, without needing to create an equally vast number of pages and specific racial varieties. Additional modifications are still certainly possible much in the same way that a Gold Dwarf may differ from his more common brethren, but at least this common brethren baseline is established. I similarly aimed to cover as many bases as possible with the racial feats.

While writing this supplement I had a plethora of character ideas that I want to try out, which for me indicates that I was hitting the right marks. I hope you find this equally exciting and this brings options, excitement and adventure to your games.