

CENTAUR

A 5E PLAYER RACE BY DM TUZ



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CENTAUR

"The horizon is our only master, the battlefield our proving ground. Every step carries the honor of our ancestors."

Centaur's embody untamed freedom, their hooves resonating on the earth as they roam the boundless plains and steppes that extend endlessly to the horizon. Nomadic by nature, they roam in tightly-knit tribes known as "herds," guided by the changing seasons, the stars, and the restless winds. To the Centaurs, the world is not defined by borders, walls, or territories but by the ever-expanding open sky above and the vast, untamed land beneath their hooves. Although they lack permanent lands or established nations, they leave behind a legacy through the trails they create, the sagas they share, and the enduring legacies they establish on their travels, finding meaning in every step their journey.

Centaur's are an iconic blend of human and horse, towering in size with robust equine bodies designed for speed and strength. They possess humanoid upper bodies, commonly defined by muscles sculpted by the relentless challenges of nomadic life, and lower bodies exuding the strength, grace, and elegance of horses. Their skin and coat are usually unified in their coloration, ranging from bronzed tones to warm terracotta, and all the way to dark charcoal, if not outright deep black hues. Their hair and tails may differ greatly in coloration from their coat, and the manner in which Centaur's style their hair and tails varies significantly from herd to herd, serving as an instant indicator of which herd they may belong to.

Centaur's share a profound bond with the natural world, viewing it as both a sanctuary to cherish and a challenge to conquer. For the majority of their kind, the vast steppes serve as their home, and the open sky symbolizes the freedom they value above all else. Though some herds have made their homes in unlikely locales, such as remote forests or mountain valleys, these variations are exceptions to their traditional nomadic ways. Yet, despite their fierce independence and ever-wandering ways, Centaur culture is grounded in something far deeper: their ancestors. Respect for their ancestors is at the core of their existence, with the tales of their forefathers serving as the essence of their cultural identity. These tales, known as the sagas, are more than mere legends—they are living history, guiding every decision a Centaur makes.

A saga records the great deeds, battles, and wisdom of their ancestors, passing down through generations and preserved in all kinds of art, music, depending on their herd's customs. Sharing and preserving these stories ties Centaur's to their heritage and ignites their ambition to make a lasting impact on history.



Kheiron Centaur
Artwork by Alexandre P. Halah

IMMORTAL SAGAS

The sagas are the heartbeat of Centaur culture—they are the eternal echoes of their greatest ancestors' deeds. Each saga is more than a story; it is a living guide, a reflection of heroism, sacrifice, or profound wisdom. Centaur's preserve these tales in diverse forms: through vibrant paintings, soul-stirring songs, or intricate carvings on sacred objects passed down through generations. Every retelling is a tribute to those who shaped their history, ensuring that their ancestors are never forgotten.

To be remembered in a saga is the ultimate honor, a mark of a life lived with courage, wisdom, and strength. For every Centaur, the pursuit of greatness is not merely for personal glory but for the chance to have their name and deeds etched into the collective memory of their people. Centaur's strive to live in a way that ensures their legacy will endure in both the minds and hearts of their descendants, long after they have galloped into the afterlife. Whether through battle, art, or acts of compassion, the drive to leave behind an immortal Saga is a defining force in every Centaur's journey.

CENTAUR TRAITS

As a Centaur, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Creature Type. Your creature type is humanoid.

Size. Your size is Medium.

Speed. You have a walking speed of 40 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Hooves. You have hooves that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage instead of the bludgeoning damage normal for an unarmed strike. If you dash, you can attack with your hooves as a bonus action until the end of your turn.

Quadruped. Due to your unique anatomy, you gain the following traits:

- You count as one size larger when determining your carrying capacity and the weight you can push or drag.
- Your equine anatomy makes you exceptionally clumsy at climbing. You have a climbing speed of 10 feet, which you must use whenever you attempt to climb. Other features that grant you a faster climbing speed may improve your original climbing speed.
- Another creature of your Size or smaller can use an action to mount you. When a creature attempts to mount you, you can use a reaction to help them on your back, which allows it to mount you without having to use an action. A creature that attempts to mount you against your will must succeed an Athletics (Strength) check contesting against your Athletics (Strength) or Acrobatics (Dexterity) check (you choose which skill you use). A creature can dismount you by expending half of their speed. Alternatively, you can use an action to allow a creature of your Size or smaller to use its reaction to mount you. Carrying another creature on your back does not slow you down if it is your Size or smaller.

Subraces. Choose one of the following subraces: Kheiron, Cervitaur, Kelpie, Nightmare.

KHEIRON

The Kheiron, the most numerous among the Centaurs, are known for their relentless pursuit of heroic deeds and their belief that overcoming significant challenges is the ultimate measure of worth. The Kheiron believe that life is a series of trials to be conquered, and they take pride in proving their strength and courage in battle. Their sagas feature stories of intense battles, monumental obstacles, and extraordinary accomplishments. Each narrative not only inspires but also motivates future generations to action.

Heroic acts are not merely personal triumphs but celebrated moments that elevate an individual's legacy within the herd. Upon the completion of a heroic act, the Kheiron gather for splendid celebrations. These revelries include potent drinks, traditional songs, and dramatic retellings that



Cervitaur

Artwork by Alexandre P. Halah

honor the hero. These lively celebrations ensure the bravery of their warriors endures, immortalized in sagas that echo through their culture and are passed down as a lasting tribute to their courage.

Heroic Intuition. You are proficient in two martial weapons of your choice and you have advantage on saving throws against being frightened.

Valiant Charge. As an action, you can move up to your speed towards a creature you can see and make a melee weapon attack against it. You can move through spaces of creatures of your size or smaller with this movement. If you do so during the first round of combat, your attack roll has an advantage. You can use this action an amount of times equal to your proficiency modifier before you have to finish a long rest to use it again. If you use this action and your movement causes you to take damage from an opportunity attack, you don't expend the use of this trait.

Jock. You are proficient in Athletics or Persuasion.

CERVITAUR

The Cervitaur are the fey relatives of the Centaur, having adapted to life within the forests of both the material world and the Feywild. These smaller, more delicate creatures possess a frail yet graceful build, reflecting their profound connection to the lush, verdant world around them. Their deep bond with the forest allows them to access nature's magical energy, using it to nurture the plants and animals in their woodland homes. Further, this deep connection with nature enables them to seamlessly merge with their surroundings, appearing as if they are part of the forest itself, truly becoming one with the natural world they cherish.

Their sagas, while still honoring heroism, highlight the harmony they bring to their forested homes. Tales of Cervitaur tell how they nurtured lands to thrive, healed the land's afflictions, and cultivated flourishing groves. Their accomplishments are revered through quiet tales and detailed forest paintings, ensuring that their impact on the land endures.

Fey. Your creature type is fey, and you can read and speak Sylvan. In addition, you have advantage on saving throws against being charmed. (The material plane is still considered to be your plane of origin.)

Sylvan Magic. You know the *Dancing Lights* and *Druidcraft* cantrips. You also learn the *Animal Friendship* and *Speak With Animal* spells. You can cast one of these spells once and regain the ability to do so when you finish a long rest.

Verdant Cowl. Whenever you hide among foliage, shrubbery, and other plants, you become both invisible and intangible (meaning no creature or physical object can affect you) until you move, attack, make a damage roll, or force someone to make a saving throw. While you speak when you are invisible, a creature can't track the origin of your voice. You also turn visible again if the foliage, shrubbery, or plants you hide in are destroyed.

Once you become visible again, you can't use this trait until one minute has passed.

Woodwise. You are proficient in Nature or Survival.

KELPIE

Originating from herds cast out into the depths of swamps and bogs, the Kelpie are a reclusive offshoot of the Centaur. Separated from their kin, they have distanced themselves from their ancestral heritage, including the revered sagas that once unified their people. Acclimated to their murky habitat, the Kelpie have evolved into grotesque, aquatic beings with an uncanny ability to blend seamlessly with the water they dwell in. They blend into the swamp so effectively that they almost vanish from sight, enabling them to silently stalk their surroundings with an eerie presence and strike with lethal precision.

Sages suggest that this transformation was heavily influenced by the hags whose dark presence pervades these swamp lands. The Kelpie's insidious magic, mirroring the twisted sorcery of their hag mentors, supports this theory. Their forsaken heritage and duplicitous conduct have fostered widespread contempt among other Centaurs. Thus, their existence remains a hidden mystery to most, starkly contrasting with the valorous legacies of their celebrat-



Kelpie
Artwork by Alexandre P. Halah

ed cousins, as they thrive in the perilous and ever-shifting swamplands they now call home.

Aquatic. You can breathe both air and water and have a swimming speed equal to your walking speed.

Kelpie Magic. You know the *Minor Illusion* cantrip. You also learn the *Charm Person* spell, which you can cast a number of times equal to your proficiency bonus and regain the ability to do so when you finish a long rest. A creature under the effect of your *Charm Person* spell will see you as an attractive human and will be unable to remember your original appearance. You can cast *Charm Person* at a higher level by expending an additional use beyond the first one for each level above 1st.

Treacherous Bite. Your sharp teeth make your bite a powerful weapon for unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength, Dexterity, or Charisma modifier.

Water Camouflage. You can attempt to hide when you are fully submerged a body of water, even if you are otherwise not concealed. You can only hide from other creatures outside from the body of water this way.

Duplicious. You are proficient in Deception or Stealth.

NIGHTMARES

Nightmares are a fearsome and fiendish offshoot of the Centaur, and their lineage is forever marked by the infernal realms they once swore allegiance to. Originally proud nomadic warriors, these Centaurs were enticed by the allure of glory on the blood-soaked battlefields of Hell. As cherished soldiers, they pledged loyalty to the dukes of hell to fight in their service and received infernal blessings from their masters.

Changed by the infernal blessings, Nightmares became wicked reflections of their past selves. Their skin is blackened and ashen, their eyes glowing with hellfire, and even their hooves leave scorched earth in their wake. Their very souls bear the fiery essence of Hell, which their bodies readily emanate as undying flames.

A fearsome ability of the Nightmares bestowed upon them by their dark masters is their control over infernal flames, enabling them to soar through the air leaving trails of fire behind. They use this power to strike from unexpected angles, launching devastating aerial assaults that leave nothing but destruction in their wake. Truly, they are the fury of hell manifest.

Though their forms have been corrupted, the Nightmares retain the tradition of sagas from their progenitors. Their tales, however, no longer celebrate deeds of honor or selfless heroism; they glorify conquest, destruction, and bloodlust. Their sagas echo with the brutality of war, recounting great victories won through violent slaughter and acts of ruthless dominance in the name of their masters.

Yet, not all Nightmares are still tied to Hell. Some, restless and yearning for new meaning, have abandoned the eternal infernal conflicts to come back to the material realm. These renegades seek new battlefields where their brutal skills can be tested against mortals and their legends can be carved in blood once more. In this new realm, they aim to achieve a different kind of greatness and reconnect with their heritage, employing their infernal power to achieve fresh triumphs on the mortal plane.

Check out these other Player Races!

Aside from the Centaur, I also have created plenty of other Monster Girl inspired player races, such as the [Dolls](#) and the [Deepkin](#)!



Fiend. Your creature type is fiend, and you can read and speak Infernal. (The material plane is still considered to be your plane of origin.)

Fire Resistance. You are resistant to fire damage. If a creature that rides you takes fire damage, you can use a reaction to grant it fire resistance against the triggering damage.

Infernal Ride. As a bonus action, you can get a flight speed equal to your movement speed until the end of your turn, and the next attack you make before the end of your turn deals an additional amount of fire damage equal to your proficiency bonus. You can use this bonus action an amount of times equal to your proficiency bonus before you have to finish a long rest to use it again.

Illumination. You shed bright light in a 10-foot radius and dim light in an additional 10 feet. You can activate or deactivate your illumination at will during your turn.

Bully. You are proficient in Athletics or Intimidation.



Nightmare
Artwork by Alexandre P. Halah

CENTAUR UNIQUE FEATS

Centaur characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, “Customization Options”, of the Player’s Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character’s nature and traits.

MARK OF ARION

Prerequisite: Centaur, 4th level or higher

Arion, Prince of Steppes and Sea and whose Saga will live forever, has graced you with his mark. This mark awakens the dormant powers once wielded by your ancestors within you. You gain the following boons:

- Increase one of your Ability scores by 1.
- You can use a bonus action to dash. Additionally, when you dash, you can make one attack with your **Hooves** as part of the same action or bonus action.
- Your hooves are magical for the purpose of overcoming damage resistances and immunities.
- Whenever you dash, the distance and height that you can jump are doubled until the end of your turn.

HEROIC ENTRANCE

Prerequisite: Centaur (Kheiron)

Inspired by the Sagas of old, you are determined to forge a heroic saga of your own. Your determination allows you to shake off harm as you charge towards glorious victory. You gain the following bonus:

- Increase your one Ability scores by 1.
- Whenever you use your **Valiant Charge** you have resistance against damage inflicted by opportunity attacks or environmental hazards (such as fire, thornes, or spell effects that deal damage if you enter its area) until the end of your turn.
- When another creature rides you while you use your **Valiant Charge** trait, the creature can use a reaction to make a melee weapon attack against any target within reach at any point during your movement. If the creature does so during the first round of a combat, the attack has advantage.

HERALD OF THE WILDS

Prerequisite: Centaur (Cervitaur), 5th level or higher

Your bond with nature has deepened to the point that the wilds themselves have chosen you to become their herald. You gain the following bonus:

- Increase your one Ability scores by 1.
- You can speak with beasts as if you share a language.
- You know the *Conjure Animals* spell and can cast it once using only vocal components without expending a spell slot and regain the ability to do so when you finish a long rest.
- You can cast *Animal Friendship* at will without having to expend a spell slot. Once you target a beast with this spell, it becomes immune to its effect for 1 hour.



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MALEVOLENT RIDE

Prerequisite: Centaur (Kelpie), 5th level or higher

You are well versed in the traditional hunting methods of your ancestors. You gain the following bonus:

- Increase your one Ability scores by 1.
- You can cast the *Charm Person* spell through your **Kelpie Magic** trait as a 1st level spell at will. Once a creature succeeds its saving throw or the effect ends on it, the creature is immune to this spell’s effect if it is cast through your **Kelpie Magic** trait for 24 hours.
- As a bonus action, you can have a charmed humanoid that can hear or see you use a reaction to mount you. Unless you instruct them to dismount you, the charmed creature will remain riding you for as long as it is charmed.

BLAZING REBUTTAL

Prerequisite: Centaur (Nightmare), 5th level or higher

The fire of hell burns so fiercely within your soul that it sears all who harm you. You gain the following bonus:

- Increase your one Ability scores by 1.
- You learn the *Hellish Rebuke* spell. You can cast it once at a spell level equal to your proficiency bonus before you have to finish a long rest to use it again. When you take this feat, you choose if Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell. When you are hit by a creature’s attack and are reduced to 0 hit points, you can use a reaction to gain a bonus cast of this spell and must use it against the triggering creature as part of the same reaction. Once you use this reaction, you can’t do so again until you have finished a long rest.

FEATURED EDITING

The editing in this content was provided by
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