

Centaur Champion

Level:	15	Outlook:	Good
Hits:	210	Lifestyle:	Servative
Size:	Medum (Large)	Dimensions:	8'-9' tall; 1000 lbs
Movement:	20	Special	
Initiative:	+26	Abilities:	Reverberative Strength; Incorporeal;
Defensive		Stats:	St 75 (7), Co 75 (7), Ag 75 (5), Qu 75 (11), Sd 75 (5), Re 75 (5), In 75 (5), Pr 75 (5) PP 102
Bonus:	95 (+15 Stats; +60 Survival Instinct; +20 Tough Hide (Minor); +75 Shield; +23 Mithril Breastplate; +10 Holy Aura;)	RR:	Stamina RR 92; Will RR 92; Magic RR 92
Attacks:	130 Broadsword (2x damage); 130 LongBow (2x damage); 114 Large Bash; 114 Medium Kick (Rear)	Treasure:	R2 R(10) N
# Encounter:	1	Culture:	Angelic
		Important	
		Skills:	Perception (16) 72;

A champion is a servant of a diety who represents the concepts of goodness and/or order and strongly opposes evil and /or chaos. They are very powerful beings, usually very single-minded, always noble, charitable, true and right, and so often sent on missions by their masters to help hold back the tide of evil, and to help those who are deserving or in need. They are terrible to behold when angered.

A centaur champion is a magnificent golden horse with a human torso, head and arms where the horses head and neck should be. The human portion is muscular and perfect (always male), the face handsome with a firm jaw, sometimes adorned with a neatly trimmed snow-white beard. A centaur champions hair is usually long and always pure white. They can be summoned as Type III demons.

Combat

In combat, they wield swords and bows of a magical nature (usually +15) and magical shields (+15 Magical, White Alloy(+20) Wall Shield(+40)). They wear breastplates of mithril (+3 x IV). (Magical and Item bonuses HAVE been figured into the above statistics). These champions project an aura of goodness around themselves, giving all creatures of darkness a penalty to attack them.

Spellcasting

They know Minor Healing and Major Healing, Turn Undead, Harm, and can Banish Demons, up to Type II. Other spells may be known at the Deity's (GM's) discretion.

Myths and Misconceptions

It is believed that these magnificent creatures will appear to help one of their own clerics in battle. Many deceased clerics would beg to differ (if they could). It has been rumoured that they will come in a pious clerics hour of need to rescue them from the clutches of an evil or chaotic demon.

Treasures

While they do not carry treasure, they have been known to bestow one of their blessed items (weapon, shield, armour or other magical device such as a Holy Symbol (Amulet)) to an especially pious person.

Encounters

When they fight for you, they are awesome to behold. When fighting against you, you wish that you had never angered it.