

PARAGON RACES

CENTAUR, OGRE AND SUCCUBUS



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Paragon Races

Some races are too powerful for heroic tier play; they are stronger than the normal races, or have more exotic powers. However, using the rules set out here, these races can be included in your paragon or epic campaign without unbalancing it.

A paragon race character does not choose a paragon path; they instead gain some racial features in place of paragon path features. As they progress through the paragon tier, their racial abilities become more prominent, similar to a character progressing through a racial paragon path. They choose an epic destiny as normal. Furthermore, a paragon race character does not gain the ability score increases that most characters gain at levels 4, 8 and 11.

Paragon Race NPCs

Standard NPCs (see the D&D 4E DUNGEON MASTER'S GUIDE) don't have paragon paths. Therefore, a Paragon Race NPC is potentially more powerful than a normal NPC of the same level. To minimize this don't give the NPC the paragon race trait that provides an addition effect from spending an action point. Additionally, don't give the NPC the paragon race attack and utility powers as additional powers; choose paragon race powers or powers from the NPC's class as appropriate. Similarly to paragon race player characters, the NPC shouldn't get the ability score increases that most NPCs gain at levels 4, 8 and 11.

Centaur Paragon Race

(see the D&D 4E MONSTER MANUAL 2)

Centaur Paragon Race Traits

Average Height: 7'2"-7'7"

Average Length: 7'6"-8'4"

Average Weight: 1900-2200 lb

Ability Scores: +6 Strength, +4 Constitution, +4 Dexterity, +2 Wisdom

Size: Large; your space is 2x2 and your reach is 1.

Speed: 8 squares

Vision: Low-light

Languages: Elven

Skill Bonuses: +2 Athletics, +2 Nature

Fey Origin: You are a fey creature.

Natural Armor: You have a +3 armor bonus to your AC.

Natural Weapon: Hooves; you may use your hooves as a one handed weapon. Your hooves have a proficiency bonus of +2 and deal 1d6 damage. Your hooves also have a +3 enhancement bonus to attack rolls (but not damage rolls), this bonus increases to +4 at 16th level, +5 at 21st level and +6 at 26th level.

Swift Action: If you spend an action point to take an extra action in a round in which you used the run action, you cease taking the penalties for running.

Swift Kick: You can use the swift *kick* power.

Swifter Kick (16th level): You can use swift *kick* as an at-will power.

Swift Kick Centaur Paragon Race Special Power

You quickly smash the enemy with your hoof as it tries to move behind you.

Encounter

Immediate Reaction **Melee 1**

Trigger An enemy moves into a square where it is flanking you

Target The triggering enemy

Effect Make a melee basic attack with your hooves against the target.

Thunderous Charge Centaur Paragon Race Attack 11

You charge and gather momentum before hitting the enemy with thunderous force.

Encounter – Thunder, Weapon

Standard Action **Melee** weapon

Target: One creature

Special: You must charge to use this power, making the attack instead of a melee basic attack.

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier thunder damage and you push the target 2 squares.

Incredible Leap

Centaur Paragon Race Utility 12

You make a fantastic leap, jolting between your enemies with unbelievable speed.

Encounter

Move Action **Personal**

Effect: Make a long jump with a +10 power bonus. Determine the DC as though you had a running start. The distance you jump can exceed your speed. You do not provoke opportunity attacks during the jump.

Hoof Guard

Centaur Paragon Race Attack 20

You raise your hooves to defend against attacks, giving you the perfect position to make quick counter attacks.

Daily – Stance

Minor Action **Personal**

Effect: Whenever an enemy hits or misses you with a melee attack, you can make a melee basic attack with your hooves against it as a free action after the attack is resolved, as long as you're able to make opportunity attacks.

Play a centaur paragon race character if you want...

- to be part horse, part humanoid;
- to be a great warrior who fights for glory and sport;
- to have a strong connection to nature and its wild forces;
- to be a member of a paragon race that favors the barbarian, cleric, fighter, ranger, and warden classes.

Centaur Paragon Race Adventurers

Kenzenryx was a young man living a normal life among his tribe when they decided to go out to hunt a hill giant that had been uprooting trees in the nearby woodland. The tribe were successful and began a week long celebration. On the third day of the celebration, Kenzenryx was out hunting to find a beast suitable for the feasting so that he could impress the tribe, but when he returned, the tribe had been decimated by a war party of hill giants and orcs. Kenzenryx found a group of orcs still there, helping themselves to the tribe's food supplies. He attacked without thought and the spirit of the macetail behemoth guided his rage. The orcs were defeated, and Kenzenryx found no other survivors, so took up traveling to find a new life. He found a group of adventurers, and agreed to join them, claiming he would never leave their presence like he did his tribe.

Rogzarey was a priestess of the storm god and well respected in her tribe for her great strength. One day, she was collecting some grain from the granary when she was attacked by a beast cloaked in shadow. She fought bravely, but the beast knocked her unconscious. When she was woken by her tribe, she found them angrily shouting that she had murdered a visitor who brought gifts to them. She tried to explain what happened but the angry mob wouldn't listen. She was pushed out of the tribe's land, banished from her home. She vowed to find the beast responsible for what happened and slay it, and found an adventuring party who she thought could help her in her quest.