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| **Name** | **Type** | **Size** | **XP Rating** |
| Centurion | Human | Medium | 9 (140 XP) |

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| **Strength** | 9 (+4) |  | **Armor Class** | 15 (Robot, H) | | **Action Points** | 9 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 72 | | **Hit Dice** | 9d8 + 36 |
| **Endurance** | 9 (+4) |  |  | |  | | |
| **Charisma** | 9 (+4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 7 (+2) |  | **Damage Resistances** | |  | | |
| **Agility** | 9 (+4) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Aura of Command.** The centurion and friendly creatures within 30 feet of it can’t be *frightened* or *frenzied* while the centurion is conscious.  **Charismatic (3).** The centurion has a bonus +3 to Deception, Intimidation, Insight, Leadership, and Persuasion checks.  **Survival Training (2).** The centurion has a +2 to Athletics, Detection, Sneak, and Survival checks.  **Veterancy (3).** The centurion has a bonus +3 to all attack rolls. | **Command (2 AP).** The centurion dispels the *frenzied* or *frightened* condition from an ally that can hear or see it, or orders that unit to immediately make an attack without spending any AP.  **Maneuver (2 AP).** The centurion grants 2 AP to an ally. That ally can spend one or both AP on taking the Move action out of turn.  **Rallying Cry (3AP).** The centurion grants every allied creature that can hear it advantage on all attack rolls until the end of their next turn. |

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| **Description** |
| Centurions are some of the highest-ranking officers of Caesar's Legion; they serve as the main commanders of the Legion army. Centurions are the most skilled and experienced members of the Legion's military; a legionary must personally serve in many campaigns and kill numerous opponents before they can qualify to become a centurion. Each centurion leads a centuria of 100 men, or 10 contubernii.  Their armor is scrapped together from the various enemies the centurion felled either as a warrior or a commander. Ironically, this method of jury rigging results in some of the best armor in the Legion; often comprised of robot plating, combat armor and even sections of power armor. Likewise, their weaponry is also obtained as a trophy from enemies. Legion smithing can’t make much more than simple machetes, but centurions will wield chainsaws, super sledges, hunting rifles, marksman carbines, anti-materiel rifles, and other high-end weapons. |

A person in a garment

Description automatically generated with low confidence