

## Bariaur

The bariaur - herbivorous denizens of the Upper Planes - often remind primes of centaurs, their goat-bodies topped by human torsos and arms. Their faces display somewhat more animal-like features than centaurs, and male bariaur sport a fine pair of curling ram's horns.

Bariaur can be exceedingly fussy about their appearances, dyeing and shaving their pelts in intricate patterns. They're well known for their wanderlust, building no towns but roaming over several of the Upper Planes in a seemingly random path. Most claim Ysgard as their birthplace, though some herds are native to Elysium, the Beastlands, or Arborea.

In personality, bariaur are usually carefree, social, outgoing, and friendly. Though considered frivolous by some, the sturdy bariaur nevertheless are fierce fighters when their families or friends are threatened. Ysgardian bariaur, in particular, hold a special hatred for giants, no doubt due to the predations of the enormous humanoids upon bariaur herds. While most are chaotic good, PC bariaur may be of any nonevil alignment.

Further racial traits depend on the sex of the bariaur, as their society maintains traditional roles for both males and females.

### Ability Adjustments

On initial character generation, male bariaur gain a +1 bonus to their Strength and Constitution scores, but suffer a -1 penalty to both Wisdom and Dexterity.

Female bariaur tend to be more intellectually inclined than their male counterparts, and gain a +1 bonus to either their initial Intelligence or Wisdom score. They suffer a -1 penalty to their initial Dexterity score.

### Natural Weapon

Male bariaur have large, curved horns, like those of a ram. With their horns, male bariaur can attempt to butt an opponent for 1d8 points of bludgeoning damage, which is tripled on a Charge attack (PHB 68).

In addition, a successful Charge attack allows the bariaur to also Push their foe (PHB 69) if they beat that foe on an opposed Athletics (Strength) check. Note that bariaur get a +2 bonus for to this check due to their Charge (PHB 64).

Female bariaur lack horns with which to attack opponents.

### Permitted Classes

Male bariaur may advance in the cleric, druid, fighter, ranger, and paladin classes. Female bariaur may advance as bards, clerics, druids, fighters, rangers, paladins, and magic-users. Both sexes prefer the cleric, druid, fighter, and ranger classes, with female bariaur also favoring the bard and magic-user classes.

### Physical Traits

Bariaur reach maturity at age 24 and can live for up to 135 years. Your starting age depends upon your chosen character class. For multiclassed characters use the column that generates the highest starting age.

Cleric	Fighter	Magic-User	Monk	Thief
18+1d4	16+1d4	24+2d6	-	-

Bariaur use the following Age Categories table:

Young	Mature	Middle-Aged	Old	Venerable
16-23	24-49	50-66	67-100	101-135

See the Player's Handbook, page 36, for the effects of age on a character's ability scores.

Bariaur, like centaurs, are much taller and significantly heavier than humans.

Base Height	Modifier	Base Weight	Modifier
6'3" or 6'	+3d6"	700 lb. or 650 lb.	+4d20 lb.

### Proficiencies

Bariaur begin play proficient in the following skills: Languages (Sylvan and Planar Common). Planar Common is a dialect of Common that is understandable to speaker of Common, and vice versa.

### Resistances

Female bariaur get a +4 bonus to all Saving Throws versus magic.

## Size and Movement Rate

Bariaur are Large-sized creatures. Their base Movement Rate is 75' per round.

Bariaur armor is similar to barding, costing at least five times the price of armor made for bipedal, Medium-sized creatures. It weighs three times as much as standard armor.

They wield weapons as Medium-sized creatures, as their size is largely-based upon their lower, ovine, body. Their upper torso is similar in proportion to that of human characters.

### Skill Bonuses

Female bariaur get a +2 bonus to all Perception checks due to their keen hearing and sense of smell.

### Twilight Vision

Bariaur have Twilight Vision, and can see normally by moonlight and in dim light.



## Roleplaying Bariaur

The joy of freedom, the love of laughter, and the exultation of victory are your meat and drink. These are things worth dying for - nothing else is more important. These concepts supersede all others, coming even before duty, honor, or gold. Others claim them (and you) frivolous at times, but you cannot imagine life without these treasures; the very thought of losing them chills you to your very bones.

But it's best not to dwell upon that. Enjoy life, laughing in the sun, or whatever passes for a sun in the places that you visit. Though things may turn grim, you know that you'll always have the strength of your convictions and what they represent to sustain you.