

Centaur WArrior CR 17

XP 102,400

N Large [monstrous humanoid](#), fighter 14

Init +7; **Senses** darkvision 60 ft.; [Perception](#) +10

Defense

AC 23, touch 13, flat-footed 20 (+8 armor, +3 Dex, +1 natural, +1 dodge, +1 deflection, –1 size)

hp 234 (18d10+108)

Fort +17, **Ref** +15, **Will** +13; bravery +4

Offense

Speed 50 ft. (35 ft. in armor)

Melee longspear +22/+17/+12 (1d8+29), 2 hooves +18 (1d6+4)

Ranged longbow +22/+17/+12 (1d8+23/×3)

Space 10 ft., **Reach** 5 ft. Special Attacks: weapon training (bow +3, longspear +2, club +1)

Tactics

During Combat: The centaur fighter will begin combat using his bow, with deadly aim. He has been briefed on the spell casters in the enemy ranks and will ready his attacks to spoil spell casting. If combatants try to close on his cleric ally, he will quickdraw his longspear and try to prevent opponents from getting closer with stand still.

Statistics

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +18; **CMB** +23, +25 overrun; **CMD** 36 (40 vs. trip, 38 vs overrun)

Feats [Improved Initiative](#), [Run](#), [Power Attack](#), [Toughness](#), [Combat Reflexes](#), [Stand Still](#), [Deadly Aim](#), [Weapons Focus \(bow\)](#), [Weapon Specialization \(bow\)](#), [Greater Weapon Focus \(bow\)](#), [Greater Weapon Specialization \(bow\)](#), [Improved Over Run](#), [Greater Over Run](#), [Quickdraw](#), [Dodge](#), [Lightning Reflexes](#)

Skills [Diplomacy](#) +5, [Handle Animal](#) +10, [Intimidate](#) +10, [Knowledge](#) (nature) +12, [Perception](#) +10, [Survival](#) +13, [Swim](#) +15

Languages Common, Phyrian, Sylvan

SQ undersized weapons, armor training 3

Treasure +2 breastplate armor, +1 composite +5 longbow, +2 long spear, +2 cloak of resistance, +1 ring of protection