

Centaur Legion Troop CR12

XP 19,200

N Large [monstrous humanoid](#)

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

Defense

AC 19, touch 12, flat-footed 16 (+6 armor, +3 Dex, +1 natural, –1 size)

hp 175 (17d10+56)

Fort +12, **Ref** +12, **Will** +12

Special: Bravery +1

Offense

Speed 35 ft

Melee troop (6d10+12)

Special Attacks arrow volley (6d8+4/×3, DC23, 10ft radius), Trampling Charge (6d10+24)

Space 20 ft., **Reach** 5 ft.

Statistics

Str 19, **Dex** 16, **Con** 19, **Int** 13, **Wis** 14, **Cha** 10

Base Atk +13; **CMB** +17; **CMD** 30 (can't be tripped)

Feats [Improved Initiative](#), [Run](#), [Power Attack](#), [Point Blank Shot](#), [Precise Shot](#), [Cleave](#)

Skills [Diplomacy](#) +5, [Intimidate](#) +9, [Knowledge](#) (nature) +4, [Perception](#) +10, [Survival](#) +12

Languages Common, Phyrian, Abyssal

SQ undersized weapons, protect ally

Treasure breastplate, greatclub, composite longbow, potion of cure light wounds