

Centurion Purist CR 15

XP 51,200

Human fighter 16

LN Medium humanoid (phalanx fighter)

Init +6; **Senses** Perception +23

Defense

AC 26, touch 12, flat-footed 20 (+7 armor, +2 Dex, +6 shield, +1 dodge) or 30

hp 192 (16d10+64)

Fort +12, **Ref** +9(+10 w/ Shield Ally), **Will** +8;

Defensive Abilities Stand Firm +4, Deft Shield, Shield Ally +4 (AC 30) plus evasion

Offense

Speed 20 ft.

Melee longspear +20/+15/+10/+5 (1d8+4/x3) or Power Attack +15/+10/+5/+0 (1d8+14/x3) or Bull Rush +27

Ranged mwk composite shortbow +18/+13/+8/+3 (1d8+3/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks Ready Pike +3 (vs charge), Phalanx Fighting, Irresistible Advance

Tactics

Before Combat

During Combat

Statistics

Str 16, **Dex** 14, **Con** 14, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +16; **CMB** +19(+27 w/ bull rush); **CMD** 31(35 vs bull rush, drag, or trip)

Feats Iron Will, Lightning Reflexes, Quick Draw, Improved Initiative, Shield Focus, Dodge, Deadly Aim, Power Attack, Improved Bull Rush, Greater Bull Rush, Lunge, Magical Aptitude, Toughness, Skill Focus (perception), Greater Shield Focus, Disruptive, Step Up

Skills Climb +10, Craft +10, Knowledge (engineering)+10, Perception +23, [Ride](#) +9, Survival +12, Spell Craft +16, Use Magic Device+20

Languages Common,

Combat Gear Tower Shield, +1 Lunic Bane Longspear, Composite +3 shortbow, 20 arrows, rations, heavy mace, dagger, +1 fire resistant breastplate armor, wand of dispel magic (19),