

General Achilles Thorn

Human, Monk 6th / Fighter 12th (Lawful Neutral)
Str 18, Dex 15, Con 14, Int 11, Wis 18, Cha 13

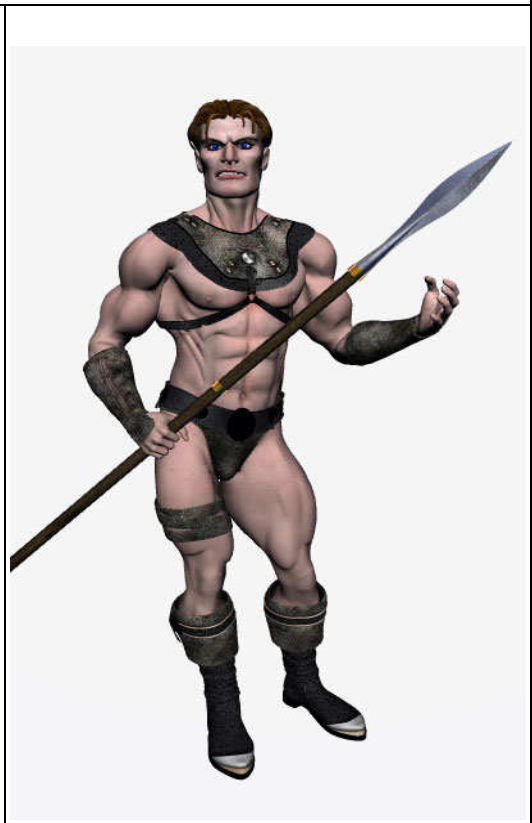
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|-----------------|------------|--------------|---------------|------------|------------|------------------|----------|
| Hit Points (hp) | 132 | Initiative | +6 | Grapple | +24 | Damage Reduction | |
| | | Speed (Foot) | 50 ft. | Spell Fail | 0% | Spell Resistance | 0 |

| Attacks | Weapon | Attacks | Damage | Critical | Description |
|------------|----------------|---------------------------|---------------|------------|---|
| Two-Handed | Justicator+3 | +24/+24/+19/+14/+9 | 1d8+13 | 17-20 (x3) | Desc: Keen Warspear |
| One-Handed | Unarmed Strike | +19/+19/+14/+9/+4 | 1d8+4 | 20 (x2) | <small>Desc: A Monk cannot use Unarmed Strike as an Off-Hand Weapon - PHB,p41</small> |

| Defense | AC | Touch / Flat-footed | Armor / Shield | Saves | Fortitude | Reflex | Will |
|---------|-----------|---------------------|----------------|-------|-----------|--------|------|
| | 24 | 18 / 21 | None / None | | +15 | +11 | +13 |

| Skills | Value |
|--------------------|-------|
| Appraise | 0 |
| Balance | 4 |
| Bluff | 1 |
| Climb | 4 |
| Concentration | 2 |
| Decipher Script | - |
| Diplomacy | 15 |
| Disable Device | - |
| Disguise | 1 |
| Escape Artist | 2 |
| Forgery | 0 |
| Gather Information | 1 |
| Handle Animal | 12 |
| Heal | 4 |
| Hide | 2 |
| Intimidate | 15 |
| Jump | 15 |
| Listen | 10 |
| Move Silently | 2 |
| Open Lock | - |
| Ride | 15 |
| Search | 0 |
| Sense Motive | 15 |
| Sleight of Hand | - |
| Speak Language | 1 |
| Spellcraft | - |
| Spot | 10 |
| Survival | 4 |
| Swim | 5 |
| Tumble | 10 |
| Use Magic Device | - |
| Use Rope | 2 |

| Abilities |
|--|
| Racial Traits: Human One Extra Feat at First Level +4 skill points at 1st level & +1 at each new level |
| Class Features: Monk 6th Flurry of Blows (Ex) Unarmed Damage (Ex): 1d8 Evasion (Ex): Take no damage on successful Reflex save AC Bonus (unarmored & unencumbered) : +5 Still Mind (Ex): +2 on save vs Enchantment Fast Movement: 20' Slow Fall (Ex): 30', Ki Strike (Su) (magic) Purity of Body (Ex): immunity to normal diseases Bonus Feat: Improved Unarmed Strike Bonus Feats: Improved Grapple, Deflect Arrows, Improved Disarm |
| Class Features: Fighter 12th 7x Bonus combat-oriented Feat |
| CHARACTER STATUS No errors detected |



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|------------------|---------|
| Languages | Common, |
| Money | gp sp |

| Feats |
|--|
| Improved Initiative +4 bonus on Initiative checks |
| Power Attack Trade attack bonus for damage (up to +16) (x2 damage if two-handed) |
| Cleave Extra melee attack after dropping target |
| Great Cleave No limit to Cleave attacks each round |
| Improved Unarmed Strike Considered armed even when unarmed |
| Improved Grapple +4 bonus on grapple checks; no attack of opportunity |
| Deflect Arrows Deflect one ranged attack per round |
| Improved Disarm +4 bonus on disarm attempts; no attack of opportunity |
| Leadership Attract cohort and followers - Leadership score is 19 |
| Mounted Combat Negate hits on mount with Ride check |
| Ride-By Attack Move before and after a mounted charge |
| Dodge +1 dodge bonus to AC against selected target |
| Mobility +4 dodge bonus to AC against some attacks of opportunity |
| Spring Attack Move before and after melee attack |
| Greater Wpn Focus: Longspear +1 bonus on attack rolls with: Justicator |
| Greater Wpn Spec.: Longspear +2 bonus on damage rolls with: Justicator |
| Improved Crit.: Longspear Doubles the threat range of: Justicator |

| Equipment |
|---|
| Justicator, , , , , |
| Magic Items |
| Amulet of Natural Armor +3, Bracers of Armor +3 |