

Antonius (An Tung)

Male human (Tian-Shu) champion of iori 3/monk (monk of the sacred mountain) 5/paladin 2/Champion 5 - CL10 - CR 11

Lawful Good Humanoid (Human); Deity: **Iori**; Age: 18; Height: 5' 4"; Weight: 145lb.; Eyes: **Brown**; Hair: **Black**; Skin: **Yellow**

| Ability | Score | Modifier | Temporary |
|----------------------------|--------------|--------------|-----------|
| STR STRENGTH | 24 | +7 | |
| DEX DEXTERITY | 16 | +3 | |
| CON CONSTITUTION | 11/15 | 0/+2 | |
| INT INTELLIGENCE | 10 | 0 | |
| WIS WISDOM | 14/16 | +2/+3 | |
| CHA CHARISMA | 14 | +2 | |

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)

+17 = **[+9]** **[+2]** **[+2]** **[+4]** **[]**

Still Mind: +2 vs. enchantments, **Righteous medal of clarity**: +2 sacred bonus vs. insanity or confusion effects, **Righteous medal of command** : +2 sacred bonus vs. emotion-based effects (including fear effects), **Righteous medal of vigor** : +2 sacred bonus vs. death effects

REFLEX (DEXTERITY)

+13 = **[+6]** **[+3]** **[+2]** **[+2]** **[]**

Still Mind: +2 vs. enchantments, **Righteous medal of clarity**: +2 sacred bonus vs. insanity or confusion effects, **Righteous medal of command** : +2 sacred bonus vs. emotion-based effects (including fear effects), **Righteous medal of vigor** : +2 sacred bonus vs. death effects

WILL (WISDOM)

+16 = **[+9]** **[+3]** **[+2]** **[+2]** **[]**

Still Mind: +2 vs. enchantments, **Righteous medal of clarity**: +2 sacred bonus vs. insanity or confusion effects, **Righteous medal of command** : +2 sacred bonus vs. emotion-based effects (including fear effects), **Righteous medal of vigor** : +2 sacred bonus vs. death effects

Immunity to Disease

Immunity to Inhaled Poison

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC **33** = **[+3]** **[]** **[+3]** **[]** **[+1]** **[+5]** **[+5]** **[]**

Touch AC **29** **Flat-Footed AC** **25**

BAB Strength Size Misc

CM Bonus **+14** = **[+8]** **[+7]** **[-]** **[-]**

+18 Grappling

BAB Strength Dexterity Size

CM Defense **46** = **10** **[+8]** **[+7]** **[+3]** **[-]**

48 vs. Grapple; 46 vs. Sunder (**Stonefist gloves**: +2 to sunder with **stonefist gloves**)

Base Attack

+8 **HP** **120**

Damage / Current HP

Initiative

+9

Speed

30 / 40 ft

+1 cold iron sansetsukon

Both hands: **+13/+8**, **1d10+24**

Crit: 19-20/x2

Flurry: **+13/+13/+8**, **1d10+21**

2-hand, B,



| Skill Name | Total | Ability | Ranks | Temp |
|----------------------------------|------------|---|-------|------|
| Acrobatics | +20 | DEX (3) | 7 | |
| | | Speed greater/less than 30 ft. : +4 to jump | | |
| Appraise | +0 | INT (0) | - | |
| Bluff | +2 | CHA (2) | - | |
| Climb | +11 | STR (7) | 1 | |
| Diplomacy | +6 | CHA (2) | 1 | |
| Disguise | +2 | CHA (2) | - | |
| Escape Artist | +7 | DEX (3) | 1 | |
| Fly | +3 | DEX (3) | - | |
| Heal | +7 | WIS (3) | 1 | |
| Intimidate | +6 | CHA (2) | 1 | |
| Knowledge (arcana) | +5 | INT (0) | 1 | |
| Knowledge (dungeoneering) | +5 | INT (0) | 1 | |
| Knowledge (engineering) | +5 | INT (0) | 1 | |
| Knowledge (geography) | +5 | INT (0) | 1 | |
| Knowledge (history) | +5 | INT (0) | 1 | |
| Knowledge (local) | +5 | INT (0) | 1 | |
| Knowledge (nature) | +5 | INT (0) | 1 | |
| Knowledge (nobility) | +5 | INT (0) | 1 | |
| Knowledge (planes) | +11 | INT (0) | 7 | |
| Knowledge (religion) | +9 | INT (0) | 5 | |
| Perception | +13 | WIS (3) | 7 | |
| Ride | +3 | DEX (3) | - | |
| Sense Motive | +7 | WIS (3) | 1 | |
| Spellcraft | +4 | INT (0) | 1 | |
| Stealth | +11 | DEX (3) | 5 | |
| Survival | +3 | WIS (3) | - | |

| Skills | | | | | Experience & Wealth | | |
|--|-------|---------|-------|-------|---|------------------------------------|--|
| Skill Name | Total | Ability | Ranks | Temp | Experience Points: 105000/155000 | Current Cash: 6,796 gp, 5 sp, 2 cp | |
| !Swim | +11 | STR (7) | 1 | | | | |
| Feats | | | | | Gear | | |
| Armor Proficiency (Heavy) | | | | | Total Weight Carried: 74/700 lbs, Light Load | | |
| Armor Proficiency (Light) | | | | | (Light: 233 lbs, Medium: 466 lbs, Heavy: 700 lbs) | | |
| Armor Proficiency (Medium) | | | | | | | |
| Belier's Bite | | | | | | | |
| Dodge | | | | | | | |
| Extra Ki | | | | | | | |
| Extra Path Ability [Mythic] | | | | | | | |
| Greater Grapple | | | | | | | |
| Improved Grapple | | | | | | | |
| Improved Unarmed Strike | | | | | | | |
| Martial Weapon Proficiency - All | | | | | | | |
| Monk Weapon Proficiencies | | | | | | | |
| Power Attack -3/+9 | | | | | | | |
| Power Attack [Mythic] | | | | | | | |
| Shield Proficiency | | | | | | | |
| Simple Weapon Proficiency - All | | | | | | | |
| Stunning Fist (7/day, DC 21) | | | | | | | |
| Stunning Fist [Mythic] | | | | | | | |
| Stunning Fist Adept | | | | | | | |
| Toughness | | | | | | | |
| Weapon Focus (Unarmed strike) | | | | | | | |
| Traits | | | | | Gear | | |
| Quain Martial Artist | | | | | Total Weight Carried: 74/700 lbs, Light Load | | |
| Stolen Fury | | | | | (Light: 233 lbs, Medium: 466 lbs, Heavy: 700 lbs) | | |
| +1 returning throwing axe | | | | | | | |
| Main hand: +13/+8, 1d6+17 | | | | | | | |
| Ranged: +12/+7, 1d6+8 | | | | | | | |
| Masterwork cold iron shuriken | | | | | | | |
| Ranged: +12/+7, 1d2+7 | | | | | | | |
| Ranged Flurry: +12/+12/+7, 1d2+7 | | | | | | | |
| Unarmed strike | | | | | | | |
| Main hand: +15/+10, 3d6+19 plus 1d4 bleed plus 2d6 vs. Evil Outsider | | | | | | | |
| Flurry: +15/+15/+10, 3d6+19 plus 1d4 bleed plus 2d6 vs. Evil Outsider | | | | | | | |
| Gear | | | | | Special Abilities | | |
| Total Weight Carried: 74/700 lbs, Light Load | | | | | Amazing Initiative (1/round) (Ex) | | |
| (Light: 233 lbs, Medium: 466 lbs, Heavy: 700 lbs) | | | | | Aura of Good (Ex) | | |
| +1 cold iron sansetsukon | | | | 3 lbs | Bane (Evil Outsider) | | |
| +1 returning throwing axe | | | | 2 lbs | Bastion Stance (except mind-affecting or teleportation) | | |
| +2 evil outsider-bane amulet of mighty fists | | | | - | Fast Movement (+10 ft.) | | |
| Alchemist's fire x2 <i><In: Belt pouch (20 @ 5 lbs)></i> | | | | 1 lb | Fleet Charge (Ex) | | |
| Ambrosia | | | | 1 lb | Fleet Warrior (Ex) | | |
| Backpack (5 @ 38.5 lbs) | | | | 2 lbs | Flurry of Blows +8/+8/+3 (Ex) | | |
| Belt of mighty constitution +4 | | | | 1 lb | Hard to Kill (Ex) | | |
| | | | | | Imprinting Hand (Su) | | |
| | | | | | Iron Limb Defense (Ex) | | |
| | | | | | Ki Defense +4 (Su) | | |
| | | | | | Ki Flurry (Su) | | |
| | | | | | Ki Pool (9/day) (Su) | | |
| | | | | | Ki Speed (Su) | | |
| | | | | | Ki Strike, Magic (Su) | | |
| | | | | | Lay on Hands (4d6 hit points, 3/day) (Su) | | |

Validation Report

Validation Report (1 issues): Mythic Path Abilities: Resource Underspent: 5 of 6

Adjustments Active: Hit Points: +5; Protection from Evil: +2; Shield Other: +1; Skill Bonus: +2 Acrobatics

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Special Abilities

Maneuver Expert (Ex)
Maneuver Training (Ex)
Mythic Power (13/day, Surge +1d8)
Mythic Saving Throws (Ex)
Mythic Sustenance (Su)
Recuperation (Ex)
Smite Chaos (Su)
Smite Evil (2/day) (Su)
Stunning Fist (Stun, Fatigue, Sicken) (Ex)
Surge (1d8) (Su)
Sweeping Smite (Ex)
Unarmed Strike (2d6)
Uncanny Grapple (Ex)

Spell-Like Abilities

Detect Chaos (At will) (Sp)
Detect Evil (At will) (Sp)

Tracked Resources

| | |
|---|--|
| +1 returning throwing axe | <input type="checkbox"/> |
| Alchemist's fire | <input type="checkbox"/> <input type="checkbox"/> |
| Align Weapon (good/law only, can affect nat weapons, 3/day) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Amazing Initiative (1/round) (Ex) | <input type="checkbox"/> |
| Ambrosia | <input type="checkbox"/> |
| Holy water | <input type="checkbox"/> <input type="checkbox"/> |
| Ki Pool (9/day) (Su) | <input type="checkbox"/> |
| Lay on Hands (4d6 hit points, 3/day) (Su) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Masterwork cold iron shuriken | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Mythic Power (13/day, Surge +1d8) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Potion of cure light wounds | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Potion of cure moderate wounds | <input type="checkbox"/> |
| Potion of cure serious wounds | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Potion of lesser restoration | <input type="checkbox"/> |
| Smite Evil (2/day) (Su) | <input type="checkbox"/> <input type="checkbox"/> |
| Stunning Fist (7/day, DC 21) | <input type="checkbox"/> |
| Wand of bless weapon (18 charges) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Languages

Common Tien

Spells & Powers

Paladin spells memorized (CL 0th; concentration +2)
Melee Touch +12 Ranged Touch +11

Background

An Tung was a youthful temple guard apprentice at the Iron Mountain in Tien Xia. He was given up by his parents to the mountain temple at a young age as is traditional, to serve and guard it for his entire life. He still bears the foo dog temple guardian tattoos applied to him at age 6.

His temple was destroyed and the souls of the other temple defenders used in infernal summoning rituals by a crazed sorcerer known as Burning Cloud Devil, but for some reason the ritual malfunctioned on the unconscious youth. Varian Jeggare, the Chelaxian count, came across scene this during his travels in Tian Xia and helped the boy; as a result he swore to serve the Count until he was a man. The Count accepted and brought him back to Avistan. He ended up back in Cheliax guarding the often-absent Count's holdings. There, they gave him the Chelishized name of Antonius.

He came of age recently and has gone out to find his destiny by following the footsteps of Iro-Shu (Irori). His "Uncle's" life of being a profligate Chelaxian and Pathfinder did not appeal to him; his ascetic youth made him long to make more of a difference in the world. He went to seek his path at the Irorium in Absalom and came across the Tempering Hall, and the lomedearns there told him about the Crusade and he came on out. He has a strong drive to continually improve and perfect himself (and his kung fu).

Antonius has happily adopted his Chelaxian name and demeanour. He wears a monk's robe, but it's a black and red Chelish design (like a Roman monk's robe with red tunic and black scapular). He stoically ignores it when he gets stick for being a 'devil worshipper' from ignorant locals.

His favorite weapon is the "coiled dragon staff" due to the difficulty the weapon requires to master, and he owns a cold iron version, as he has heard that demons are vulnerable to that material.

Antonius is gay, though it doesn't come up much because of Irori's exhortations to avoid attachments in the holy book Unbinding the Fetters. He looked up to the Count's tiefling bodyguard Radovan so is not racist against tieflings as is common both in Cheliax and in the Crusades. He is a bit cocky and is having trouble mastering the patience and serenity prescribed by the Master of Masters.