

Antonius (An Tung)

Male human (Tian-Shu) champion of irori 3/monk
(monk of the sacred mountain) 5/paladin 2/Champion 5
- CL10 - CR 11
Lawful Good Humanoid (Human); Deity: **Irori**; 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	
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Immunity to Disease	Immunity to Inhaled Poison
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	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	-	-
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CM Defense	46	=	10	+8	+7	+3	-
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48 vs. Grapple; 46 vs. Sunder (**Stonefist gloves**: +2 to sunder with *stonefist gloves*)

Base Attack	+8	HP	120
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Initiative	+9	Damage / Current HP	
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Speed	30 / 40 ft		
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+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				
Skill Name	Total	Ability	Ranks	Temp
 Swim	+11	STR (7)	1	

Feats				
Armor Proficiency (Heavy)				
Armor Proficiency (Light)				
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				
Quain Martial Artist				
Stolen Fury				

+1 returning throwing axe				
Main hand: +13/+8, 1d6+17			Crit: x2	
			Rng: 10'	
Ranged: +12/+7, 1d6+8			Light, S	

Masterwork cold iron shuriken				
Ranged: +12/+7, 1d2+7			Crit: x2	
Ranged Flurry: +12/+12/+7, 1d2+7			Rng: 10'	
			Light, P, Monk	

Unarmed strike				
Main hand: +15/+10, 3d6+19 plus 1d4 bleed plus 2d6 vs. Evil Outsider			Crit: x2	
			Light, B	
Flurry: +15/+15/+10, 3d6+19 plus 1d4 bleed plus 2d6 vs. Evil Outsider				

Gear				
Total Weight Carried: 74/700 lbs, Light Load (Light: 233 lbs, Medium: 466 lbs, Heavy: 700 lbs)				
+1 cold iron sansetsukon			3 lbs	
+1 returning throwing axe			2 lbs	
+2 evil outsider-bane amulet of mighty fists			-	
Alchemist's fire x2 <In: Belt pouch (20 @ 5 lbs)>			1 lb	
Ambrosia			1 lb	
Backpack (5 @ 38.5 lbs)			2 lbs	
Belt of mighty constitution +4			1 lb	

Experience & Wealth	
Experience Points:	105000/155000
Current Cash:	6,796 gp, 5 sp, 2 cp

Gear	
Total Weight Carried: 74/700 lbs, Light Load (Light: 233 lbs, Medium: 466 lbs, Heavy: 700 lbs)	
Belt pouch (20 @ 5 lbs)	0.5 lbs
Blanket <In: Backpack (5 @ 38.5 lbs)>	1 lb
Boots of elvenkind	1 lb
Bracers of armor +3	1 lb
Carpet of flying I	8 lbs
Cloak of resistance +2	1 lb
Headband of inspired wisdom +2	1 lb
Holy water x2 <In: Belt pouch (20 @ 5 lbs)>	1 lb
ink, quill, paper <In: Backpack (5 @ 38.5 lbs)>	1 lb
Masterwork cold iron shuriken x50	0.1 lbs
Monk's outfit (Free)	-
Monk's robe	1 lb
Potion of cure light wounds x5 <In: Belt pouch (20 @ 5	-
Potion of cure moderate wounds x2 <In: Belt pouch (20	-
Potion of cure serious wounds x5 <In: Belt pouch (20	-
Potion of lesser restoration <In: Belt pouch (20 @ 5	-
Righteous medal of agility	-
Righteous medal of clarity	-
Righteous medal of command	-
Righteous medal of valor	-
Righteous medal of vigor	-
Ring of protection +5	-
Soap <In: Backpack (5 @ 38.5 lbs)>	0.5 lbs
Spelunking kit <In: Backpack (5 @ 38.5 lbs)>	32 lbs
Stonefist gloves	3 lbs
Talisman of true faith	-
Terendelev's scales (Sacred Weaponry) <In: Belt pouch	-
Unbinding the Fetters <In: Belt pouch (20 @ 5 lbs)>	1 lb
Wand of bless weapon (18 charges) <In: Belt pouch	-
Waterskin <In: Backpack (5 @ 38.5 lbs)>	4 lbs

Special Abilities	
Amazing Initiative (1/round) (Ex)	
Aura of Good (Ex)	
Bane (Evil Outsider)	
Bastion Stance (except mind-affecting or teleportation)	
Fast Movement (+10 ft.)	
Fleet Charge (Ex)	
Fleet Warrior (Ex)	
Flurry of Blows +8/+8/+3 (Ex)	
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		
Alchemist's fire		
Align Weapon (good/law only, can affect nat weapons, 3/day)		
Amazing Initiative (1/round) (Ex)		
Ambrosia		
Holy water		
Ki Pool (9/day) (Su)		
Lay on Hands (4d6 hit points, 3/day) (Su)		
Masterwork cold iron shuriken		
Mythic Power (13/day, Surge +1d8)		
Potion of cure light wounds		
Potion of cure moderate wounds		
Potion of cure serious wounds		
Potion of lesser restoration		
Smite Evil (2/day) (Su)		
Stunning Fist (7/day, DC 21)		
Wand of bless weapon (18 charges)		

Languages

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 Cheliaz 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 Iomedeans 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 Cheliah and in the Crusades. He is a bit cocky and is having trouble mastering the patience and serenity prescribed by the Master of Masters.