

## Antonius (An Tung)

Male human (Tian-Shu) champion of irori 5/monk  
(monk of the sacred mountain) 5/paladin 2/Champion 7  
- CL12 - CR 14

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>26</b>	<b>+8</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>12/16</b>	<b>+1/+3</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14/20</b>	<b>+2/+5</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+21</b>	<b>+10</b>	<b>+3</b>	<b>+4</b>	<b>+4</b>		

**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

<b>REFLEX</b> (DEXTERITY)	<b>+16</b>	<b>+7</b>	<b>+3</b>	<b>+4</b>	<b>+2</b>		
<b>Still Mind</b> : +2 vs. enchantments, <b>Righteous medal of clarity</b> : +2 sacred bonus vs. insanity or confusion effects, <b>Righteous medal of command</b> : +2 sacred bonus vs. emotion-based effects (including fear effects), <b>Righteous medal of vigor</b> : +2 sacred bonus vs. death effects							

<b>WILL</b> (WISDOM)	<b>+21</b>	<b>+10</b>	<b>+5</b>	<b>+4</b>	<b>+2</b>		
<b>Still Mind</b> : +2 vs. enchantments, <b>Righteous medal of clarity</b> : +2 sacred bonus vs. insanity or confusion effects, <b>Righteous medal of command</b> : +2 sacred bonus vs. emotion-based effects (including fear effects), <b>Righteous medal of vigor</b> : +2 sacred bonus vs. death effects							

Immunity to Disease	Immunity to Inhaled Poison
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>37</b>	<b>=</b>	<b>+4</b>	<b>+3</b>	<b>+1</b>	<b>+5</b>	<b>+5</b>	<b>+1</b>	

<b>Touch AC</b>	<b>32</b>	<b>Flat-Footed AC</b>	<b>29</b>	
		BAB	Strength	Size
				Misc

<b>CM Bonus</b> <b>+17</b>	<b>=</b>	<b>+10</b>	<b>+8</b>	<b>-</b>	<b>-</b>
+19 Bull Rushing; +19 Disarming; +21 Grappling; +19 Tripping					

		BAB	Strength	Dexterity	Size	
<b>CM Defense</b>	<b>52</b>	<b>= 10</b>	<b>+10</b>	<b>+8</b>	<b>+3</b>	<b>-</b>
54 vs. Grapple; 52 vs. Sunder ( <b>Stonefist gloves</b> : +3 to sunder with <i>stonefist gloves</i> )						

<b>Base Attack</b>	<b>+10</b>	<b>HP</b>	<b>162</b>
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<b>Initiative</b>	<b>+11</b>	Damage / Current HP
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<b>Speed</b>	<b>30 / 40 ft</b>	
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Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+21</b>	DEX (3)	8	
Speed greater/less than 30 ft.: +4 to jump				
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+2</b>	CHA (2)	-	
<b>Climb</b>	<b>+12</b>	STR (8)	1	
<b>Diplomacy</b>	<b>+7</b>	CHA (2)	2	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>+7</b>	DEX (3)	1	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Heal</b>	<b>+9</b>	WIS (5)	1	
<b>Intimidate</b>	<b>+6</b>	CHA (2)	1	
<b>Knowledge (arcana)</b>	<b>+6</b>	INT (0)	1	
<b>Knowledge (dungeoneering)</b>	<b>+6</b>	INT (0)	1	
<b>Knowledge (engineering)</b>	<b>+6</b>	INT (0)	1	
<b>Knowledge (geography)</b>	<b>+6</b>	INT (0)	1	
<b>Knowledge (history)</b>	<b>+6</b>	INT (0)	1	
<b>Knowledge (local)</b>	<b>+6</b>	INT (0)	1	
<b>Knowledge (nature)</b>	<b>+6</b>	INT (0)	1	
<b>Knowledge (nobility)</b>	<b>+6</b>	INT (0)	1	
<b>Knowledge (planes)</b>	<b>+15</b>	INT (0)	10	
<b>Knowledge (religion)</b>	<b>+10</b>	INT (0)	5	
<b>Linguistics</b>	<b>+1</b>	INT (0)	1	
<b>Perception</b>	<b>+16</b>	WIS (5)	8	
<b>Perform (dance)</b>	<b>+6</b>	CHA (2)	1	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+9</b>	WIS (5)	1	
<b>Spellcraft</b>	<b>+4</b>	INT (0)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
<b>Stealth</b>	<b>+13</b>	DEX (3)	7	
<b>Survival</b>	<b>+5</b>	WIS (5)	-	
<b>Swim</b>	<b>+12</b>	STR (8)	1	

Feats				
Armor Proficiency (Heavy)				
Armor Proficiency (Light)				
Armor Proficiency (Medium)				
Belier's Bite				
Dodge				
Extra Ki				
Extra Path Ability [Mythic]				
Greater Grapple				
Improved Critical (Unarmed strike)				
Improved Critical [Mythic, Unarmed strike]				
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 25)				
Stunning Fist [Mythic]				
Stunning Fist Adept				
Toughness				
Weapon Focus (Unarmed strike)				

Traits				
Quain Martial Artist				
Stolen Fury				

+1 cold iron sansetsukon				
Both hands: <b>+16/+11</b> ,				
<b>1d10+26+5 flurry</b>				
Flurry: <b>+16/+16/+11/+6</b> ,				
<b>1d10+22+5 flurry</b>				
+1 returning throwing axe				
Main hand: <b>+16/+11</b> , <b>1d6+18</b>				
Ranged: <b>+14/+9</b> , <b>1d6+9</b>				

Masterwork cold iron shuriken				
Ranged: <b>+14/+9</b> , <b>1d2+8</b>				
Ranged Flurry: <b>+15/+15/+10/+5</b> ,				
<b>1d2+8</b>				

Soulshear				
Both hands: <b>+17/+12</b> , <b>1d10+27</b>				

Experience & Wealth	
Experience Points: <b>220000</b> /315000	
Current Cash: <b>977 gp, 5 sp, 5 cp</b>	

Unarmed strike	
Main hand: <b>+18/+13</b> , <b>3d6+20</b>	Crit: 19-20/x3
<b>plus 1d4 bleed plus 2d6 vs. Evil Outsider+3</b>	Light, B
Flurry: <b>+18/+18/+13/+8</b> , <b>3d6+20</b>	
<b>plus 1d4 bleed plus 2d6 vs. Evil Outsider+3</b>	

Gear	
<b>Total Weight Carried: 58/920 lbs, Light Load (Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)</b>	
+1 cold iron sansetsukon <In: Backpack (8 @ 52.5 lbs)>	3 lbs
+1 returning throwing axe	2 lbs
+2 evil outsider-bane amulet of mighty fists	-
Acid x2 <In: Belt pouch (43 @ 28 lbs)>	1 lb
Alchemist's fire x3 <In: Belt pouch (43 @ 28 lbs)>	1 lb
Alkali flask <In: Belt pouch (43 @ 28 lbs)>	1 lb
Ambrosia <In: Belt pouch (43 @ 28 lbs)>	1 lb
Backpack (8 @ 52.5 lbs) <In: Portable hole (1 @ 54.5 lbs)>	2 lbs
Belt of mighty constitution +4	1 lb
Belt pouch (43 @ 28 lbs)	0.5 lbs
Blanket <In: Backpack (8 @ 52.5 lbs)>	1 lb
Boots of elvenkind	1 lb
Bracers of armor +3	1 lb
Carpet of flying I <In: Backpack (8 @ 52.5 lbs)>	8 lbs
Chalice of Ozem (1/day) <In: Belt pouch (43 @ 28 lbs)>	1 lb
Cloak of resistance +4	1 lb
Dust of disappearance <In: Belt pouch (43 @ 28 lbs)>	-
Dust of dryness <In: Belt pouch (43 @ 28 lbs)>	-
Headband of inspired wisdom +6	1 lb
Holy water x12 <In: Belt pouch (43 @ 28 lbs)>	1 lb
ink, quill, paper <In: Backpack (8 @ 52.5 lbs)>	1 lb
Jingasa of the fortunate soldier (1/day)	3 lbs
Liquid ice <In: Belt pouch (43 @ 28 lbs)>	2 lbs
Masterwork cold iron shuriken x50	0.1 lbs
Monk's outfit (Free)	-
Monk's robe	1 lb
Portable hole (1 @ 54.5 lbs)	-
Potion of cure light wounds x5 <In: Belt pouch (43 @ 28 lbs)>	-
Potion of cure moderate wounds x2 <In: Belt pouch (43 @ 28 lbs)>	-
Potion of cure serious wounds x5 <In: Belt pouch (43 @ 28 lbs)>	-
Potion of darkvision <In: Belt pouch (43 @ 28 lbs)>	-
Potion of lesser restoration <In: Belt pouch (43 @ 28 lbs)>	-
Prayer wheel of ethical strength (good) <In: Backpack (8 @ 52.5 lbs)>	3 lbs
Righteous medal of agility	-
Righteous medal of clarity	-
Righteous medal of command	-
Righteous medal of valor	-
Righteous medal of vigor	-
Ring of adept maneuvers (2 charges)	-
Ring of protection +5	-

Validation Report	
<b>Validation Report (0 issues):</b> Nothing identified	
<b>Adjustments Active:</b> Hit Points: +5; Mage Armor: +4; Skill Bonus: +2 Acrobatics	
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## Gear

**Total Weight Carried: 58/920 lbs, Light Load (Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)**

Rod of cancellation <In: Belt pouch (43 @ 28 lbs)> 5 lbs  
 Soap <In: Backpack (8 @ 52.5 lbs)> 0.5 lbs  
 Soulshear 10 lbs  
 Spelunking kit <In: Backpack (8 @ 52.5 lbs)> 32 lbs  
 Stonefist gloves 3 lbs  
 Talisman of true faith -  
 Terendele's scales (Sacred Weaponry) <In: Belt pouch -  
 Unbinding the Fetters <In: Belt pouch (43 @ 28 lbs)> 1 lb  
 Wand of bless weapon (18 charges) <In: Belt pouch (43 -  
 Wand of cure moderate wounds <In: Belt pouch (43 @ -  
 Wand of dispel magic <In: Belt pouch (43 @ 28 lbs)> -  
 Waterskin <In: Backpack (8 @ 52.5 lbs)> 4 lbs

## Special Abilities

Amazing Initiative (1/round) (Ex)  
 Aura of Good (Ex)  
 Bane (Evil Outsider)  
 Bastion Stance (except mind-affecting or teleportation)  
 Critical Master (Ex)  
 Fast Movement (+10 ft.)  
 Fleet Charge (Ex)  
 Fleet Warrior (Ex)  
 Flurry of Blows +11/+11/+6/+1 (Ex)  
 Force of Will (Ex)  
 Hard to Kill (Ex)  
 Imprinting Hand (Su)  
 Iron Limb Defense (Ex)  
 Ki Defense +4 (Su)  
 Ki Flurry (Su)  
 Ki Pool (12/day) (Su)  
 Ki Speed (Su)  
 Ki Strike, Magic (Su)  
 Lay on Hands (6d6 hit points, 3/day) (Su)  
 Maneuver Expert (Ex)  
 Maneuver Training (Ex)  
 Mythic Power (17/day, Surge +1d10)  
 Mythic Saving Throws (Ex)  
 Mythic Sustenance (Su)  
 Recuperation (Ex)  
 Shatter Spells (Su)  
 Shield the Weak (5 allies)  
 Smite Chaos (Su)  
 Smite Evil (2/day) (Su)  
 Stunning Fist (Stun, Fatigue, Sicken) (Ex)  
 Surge (1d10) (Su)  
 Sweeping Smite (Ex)  
 Titan's Rage (7 rounds) (Su)  
 [N/A] Transformative  
 Unarmed Strike (2d6)  
 Uncanny Grapple (Ex)  
 Valiant Stand +2 (Su)

## Spell-Like Abilities

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

## Tracked Resources

Misdirection (weapon only, 3/day) ☐☐☐  
 +1 returning throwing axe ☐  
 Acid ☐☐  
 Alchemist's fire ☐☐☐  
 Align Weapon (good/law only, can affect nat weapons, 3/day) ☐☐☐  
 Alkali flask ☐  
 Amazing Initiative (1/round) (Ex) ☐  
 Ambrosia ☐  
 Dust of disappearance ☐  
 Dust of dryness ☐  
 Globe of Invulnerability (2/day) ☐☐  
 Holy water ☐☐☐☐☐☐☐☐☐☐  
 Jingasa of the fortunate soldier (1/day) ☐  
 Ki Pool (12/day) (Su) ☐☐☐☐☐☐☐☐  
 Lay on Hands (6d6 hit points, 3/day) (Su) ☐☐☐  
 Liquid ice ☐  
 Masterwork cold iron shuriken ☐☐☐☐☐☐☐☐  
 Mythic Power (17/day, Surge +1d10) ☐☐☐☐☐☐☐☐  
 Potion of cure light wounds ☐☐☐☐☐  
 Potion of cure moderate wounds ☐☐  
 Potion of cure serious wounds ☐☐☐☐☐  
 Potion of darkvision ☐  
 Potion of lesser restoration ☐  
 Resilient Sphere (2/day) ☐☐  
 Ring of adept maneuvers (2 charges) ☐☐  
 Rod of cancellation ☐  
 Smite Evil (2/day) (Su) ☐☐  
 Stunning Fist (7/day, DC 25) ☐☐☐☐☐☐  
 Summon Monster V (babau only, 1/day) ☐  
 Wand of cure moderate wounds ☐☐☐☐☐☐☐☐  
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### Tracked Resources

Wand of dispel magic	<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"/>
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### Languages

Abyssal	Tien
Common	

### Spells & Powers

**Paladin spells memorized** (CL 0th; concentration +2)  
**Melee Touch** +15/+10   **Ranged Touch** +13/+8

### 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 Chelax 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 lomedaeans 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 Chelax and in the Crusades. He is a bit cocky and is having trouble mastering the patience and serenity prescribed by the Master of Masters.

lomedae's blessing - atonement once CL20

## Hoshino Tama (Agathion, Vulpinal)

Male vulpinal agathion - CL7 - CR 6

Neutral Good Outsider (Agathion, Extraplanar, Good);

Deity: Irori

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>17</b>	<b>+3</b>	
<b>INT</b> INTELLIGENCE	<b>19</b>	<b>+4</b>	
<b>WIS</b> WISDOM	<b>15</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>16</b>	<b>+3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	=	<b>+2</b>	<b>+3</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+10</b>	=	<b>+5</b>	<b>+3</b>		<b>+2</b>	
<b>WILL</b> (WISDOM)	<b>+7</b>	=	<b>+5</b>	<b>+2</b>			

Damage Reduction (10/evil or silver)	Immunity to Electricity
Energy Resistance, Cold (10)	Immunity to Petrification
Energy Resistance, Sonic (10)	Spell Resistance (17)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>22</b>	=	<b>+4</b>		<b>+3</b>	<b>+1</b>	<b>+4</b>		

<b>Touch AC</b> <b>14</b>	<b>Flat-Footed AC</b> <b>19</b>
	BAB Strength Size Misc

<b>CM Bonus</b> <b>+7</b>	=	<b>+7</b>	<b>+1</b>	<b>-1</b>	<b>-</b>
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CM Defense	20	=	10	BAB	Strength	Dexterity	Size
				<b>+7</b>	<b>+1</b>	<b>+3</b>	<b>-1</b>

<b>Base Attack</b>	<b>+7</b>	<b>HP</b>	<b>59</b>
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<b>Initiative</b>	<b>+7</b>	Damage / Current HP
<b>Speed</b>	<b>30 ft</b>	

### Bite (Agathion, Vulpinal)

Main hand: **+11, 1d4+1** Crit: x2  
Light, B/P/S

### Claw x2 (Agathion, Vulpinal)

Main hand: **+11, 1d3+1** Crit: x2  
Light, B/S

### Unarmed strike

Main hand: **+11/+6, 1d2+1** Crit: x2  
**nonlethal nonlethal**  
**nonlethal nonlethal nonl**  
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+10</b>	DEX (3)	7	
Speed greater/less than 30 ft. : +8 to jump				
<b>Appraise</b>	<b>+4</b>	INT (4)	-	
<b>Bluff</b>	<b>+13</b>	CHA (3)	7	
<b>Climb</b>	<b>+1</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+3</b>	CHA (3)	-	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+5</b>	DEX (3)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (arcana)</b>	<b>+21</b>	INT (4)	7	
<b>Knowledge (Enter Choice)</b>	<b>+21</b>	INT (4)	7	
<b>Knowledge (planes)</b>	<b>+21</b>	INT (4)	7	
<b>Perception</b>	<b>+12</b>	WIS (2)	7	
<b>Perform (wind instruments)</b>	<b>+12</b>	CHA (3)	7	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Spellcraft</b>	<b>+14</b>	INT (4)	7	
<b>Stealth</b>	<b>+17</b>	DEX (3)	7	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+1</b>	STR (1)	-	
<b>Use Magic Device</b>	<b>+10</b>	CHA (3)	7	

### Feats

Combat Reflexes (4 AoO/round)  
Improved Initiative  
Lightning Reflexes  
Martial Weapon Proficiency - All  
Simple Weapon Proficiency - All

### Feats

Weapon Finesse

### Gear

**Total Weight Carried: 1/97.5 lbs, Light Load  
(Light: 32.25 lbs, Medium: 64.5 lbs, Heavy: 97.5 lbs)**

Money

-

Musical instrument, masterwork: Flute

0.75 lbs

### Special Abilities

Acrobatics (Jump) +8 (Ex)

Bardic Knowledge +7 (Ex)

Calm Emotions Aura (DC 16) (Su)

Darkvision (60 feet)

Lay on Hands (3d6, 6/day) (Su)

Low-Light Vision

Pounce (Ex)

Speak With Animals (Su)

Truespeech (Su)

### Spell-Like Abilities

Charm Monster (3/day)

☐☐☐

Detect Evil (Constant)

Dimension Door (self plus 50 lbs. of objects only, 3/day)

☐☐☐

Dispel Evil (3/day)

☐☐☐

Flame Arrow (3/day)

☐☐☐

Holy Smite (3/day)

☐☐☐

Invisibility (self only, At will)

Mage Armor (Constant)

Major Image (1/day)

☐

Remove Disease (3/day)

☐☐☐

Speak with Animals (Constant)

### Tracked Resources

Lay on Hands (3d6, 6/day) (Su)

☐☐☐☐☐☐

### Languages

Celestial

Infernal

Common

Tien

Draconic

### Experience & Wealth

Current Cash: **You have no money!**

## Sargona (Angel, Planetar)

Male planetar angel - CL17 - CR 16

Neutral Good Outsider (Angel, Extraplanar, Good); Deity: Iomedae

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	27	+8	
<b>DEX</b> DEXTERITY	19	+4	
<b>CON</b> CONSTITUTION	24	+7	
<b>INT</b> INTELLIGENCE	22	+6	
<b>WIS</b> WISDOM	25	+7	
<b>CHA</b> CHARISMA	24	+7	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+23 =	+10	+7	+4	+2		
	Poison Resistance: +4 vs. poison						
<b>REFLEX</b> (DEXTERITY)	+15 =	+5	+4	+4	+2		
	Poison Resistance: +4 vs. poison						
<b>WILL</b> (WISDOM)	+23 =	+10	+7	+4	+2		
	Poison Resistance: +4 vs. poison						

<b>Damage Reduction (10/evil)</b>	<b>Immunity to Cold</b>
<b>Energy Resistance, Electricity (10)</b>	<b>Immunity to Petrification</b>
<b>Energy Resistance, Fire (10)</b>	<b>Poison Resistance +4 (Ex)</b>
<b>Immunity to Acid</b>	<b>Spell Resistance (27)</b>

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 36 =			+4	-1	+19	+4		

<b>Touch AC</b> 17	<b>Flat-Footed AC</b> 32
	BAB Strength Size Misc

<b>CM Bonus</b> +21 =	+17	+8	+1	-
+23 Sundering				

CM Defense	44 = 10	BAB	Strength	Dexterity	Size
		+17	+8	+4	+1
46 vs. Sunder					

<b>Base Attack</b>	+17	<b>HP</b>	229
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<b>Initiative</b>	+8	Damage / Current HP
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<b>Speed</b>	30 ft
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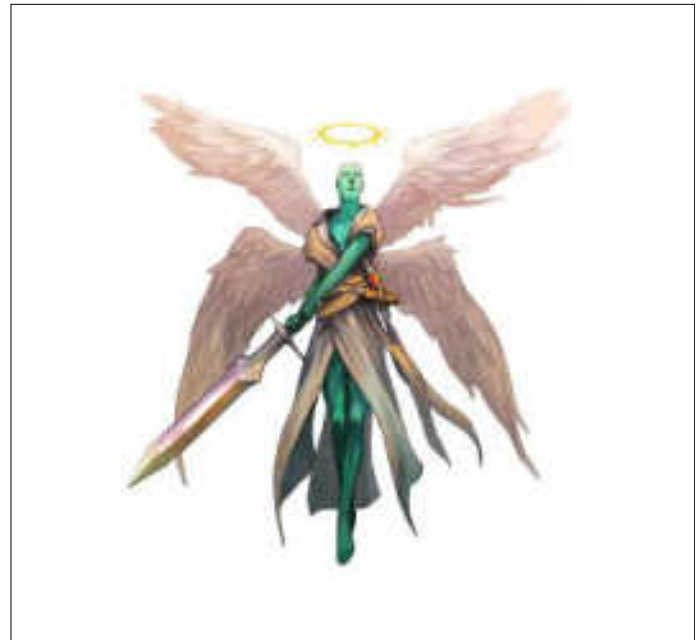
### +3 Holy Greatsword

Both hands: +22/+17/+12/+7, Crit: 19-20/x2  
 3d6+30 plus 2d6 vs. evil 2-hand, S  
**Slam (Angel, Planetar)**

Main hand: +14, 2d8+9 Crit: x2  
 Light, B

### Unarmed strike

Main hand: +19/+14/+9/+4, Crit: x2  
 1d4+18 nonlethal nonlethal Light, B, Nonlethal  
 nonlethal nonlethal non



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+24	DEX (4)	17	
<b>Appraise</b>	+6	INT (6)	-	
<b>Bluff</b>	+7	CHA (7)	-	
<b>Climb</b>	+8	STR (8)	-	
<b>Craft (any one)</b>	+26	INT (6)	17	
<b>Diplomacy</b>	+27	CHA (7)	17	
<b>Disguise</b>	+7	CHA (7)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+26	DEX (4)	17	
<b>Heal</b>	+24	WIS (7)	17	
<b>Intimidate</b>	+27	CHA (7)	17	
<b>Knowledge (history)</b>	+23	INT (6)	17	
<b>Knowledge (planes)</b>	+26	INT (6)	17	
<b>Knowledge (religion)</b>	+26	INT (6)	17	
<b>Perception</b>	+27	WIS (7)	17	
<b>Ride</b>	+4	DEX (4)	-	
<b>Sense Motive</b>	+27	WIS (7)	17	
<b>Stealth</b>	+20	DEX (4)	17	
<b>Survival</b>	+7	WIS (7)	-	
<b>Swim</b>	+8	STR (8)	-	

### Feats

Blind-Fight  
 Cleave  
 Great Fortitude  
 Improved Initiative  
 Improved Sunder  
 Iron Will  
 Lightning Reflexes  
 Martial Weapon Proficiency - All  
 Power Attack -5/+10

## Feats

Simple Weapon Proficiency - All  
Toughness

## Gear

**Total Weight Carried: 16/2080 lbs, Light Load  
(Light: 692 lbs, Medium: 1386 lbs, Heavy: 2080  
lbs)**

+3 Holy Greatsword 16 lbs  
Money -

## Special Abilities

Change Shape ( *alter self* ) (Su)  
Darkvision (60 feet)  
Flight (90 feet, Good)  
Low-Light Vision  
Protective Aura +4 (20 feet) (Su)  
Regeneration 10 (evil weapons and effects)  
Truespeech (Su)

## Spell-Like Abilities

Blade Barrier (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Charm Monster, Mass (1/day)	<input type="checkbox"/>
Continual Flame (At will)	
Detect Evil (Constant)	
Detect Snares and Pits (Constant)	
Discern Lies (Constant)	
Dispel Magic (At will)	
Earthquake (1/day)	<input type="checkbox"/>
Flame Strike (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Holy Smite (At will)	
Invisibility (self only, At will)	
Power Word Stun (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Raise Dead (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Remove Curse (At will)	
Remove Disease (At will)	
Remove Fear (At will)	
Restoration, Greater (1/day)	<input type="checkbox"/>
Restoration, Lesser (At will)	
Speak with Dead (At will)	
True Seeing (Constant)	
Waves of Exhaustion (1/day)	<input type="checkbox"/>
Waves of Fatigue (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Celestial  
Draconic

Infernal

## Experience & Wealth

Current Cash: **You have no money!**

## Spells & Powers

**Cleric spells memorized** (CL 16th; concentration +23)  
**Melee Touch** +19/+14/+9/+4 **Ranged Touch**  
+20/+15/+10/+5  
**8th**—*earthquake, fire storm* (DC 25)  
**7th**—*holy word* (DC 24), *regenerate* (2)  
**6th**—*banishment* (DC 23), *greater dispel magic*, *heal*,  
*mass inflict moderate wounds* (DC 23)  
**5th**—*break enchantment, dispel evil* (2), *plane shift* (DC  
22), *righteous might*  
**4th**—*death ward, dismissal* (DC 21), *neutralize poison*,  
*summon monster IV*  
**3rd**—*cure serious wounds* (2), *daylight, invisibility*  
*purge, summon monster III*, *wind wall*  
**2nd**—*align weapon* (2), *bear's endurance* (2), *cure*  
*moderate wounds* (2), *eagle's splendor*  
**1st**—*bles* (2), *cure light wounds* (4), *shield of faith*  
**0th (at will)**—*detect magic, purify food and drink* (DC  
17), *stabilize, virtue*