

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
STR STRENGTH	26	+8	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	14/20	+2/+5	
CHA CHARISMA	14	+2	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)

$$+21 = +10 +3 +4 +4 \square$$

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)

$$+16 = +7 +3 +4 +2 \square$$

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)

$$+21 = +10 +5 +4 +2 \square$$

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

$$AC \quad 37 = +4 \square +3 \square +1 +5 +5 +1$$

$$Touch AC \quad 32 \quad \text{Flat-Footed AC} \quad 29$$

BAB Strength Size Misc

$$CM Bonus \quad +17 = +10 +8 - -$$

+19 Bull Rushing; +19 Disarming; +21 Grappling; +19 Tripping

BAB Strength Dexterity Size

$$CM Defense \quad 52 = 10 +10 +8 +3 -$$

54 vs. Grapple; 52 vs. Sunder (**Stonefist gloves**: +3 to sunder with **stonefist gloves**)

Base Attack

$$+10$$

HP

$$162$$

Damage / Current HP

Initiative

$$+11$$

Speed

$$30 / 40 \text{ ft}$$



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

Skills					Experience & Wealth				
Skill Name	Total	Ability	Ranks	Temp	Experience Points: 220000/315000				
Stealth	+13	DEX (3)	7		Current Cash: 977 gp, 5 sp, 5 cp				
Survival	+5	WIS (5)	-						
Swim	+12	STR (8)	1		Unarmed strike				
Feats					Main hand: +18/+13, 3d6+20	Crit: 19-20/x3			
Armor Proficiency (Heavy)					plus 1d4 bleed plus 2d6 vs.	Light, B			
Armor Proficiency (Light)					Evil Outsider+3				
Armor Proficiency (Medium)					Flurry: +18/+18/+13/+8, 3d6+20				
Belier's Bite					plus 1d4 bleed plus 2d6 vs.				
Dodge					Evil Outsider+3				
Extra Ki					Gear				
Extra Path Ability [Mythic]					Total Weight Carried: 58/920 lbs, Light Load				
Greater Grapple					(Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)				
Improved Critical (Unarmed strike)					+1 cold iron sansetsukon <In: Backpack (8 @ 52.5 lbs)	3 lbs			
Improved Critical [Mythic, Unarmed strike]					+1 returning throwing axe	2 lbs			
Improved Grapple					+2 evil outsider-bane amulet of mighty fists	-			
Improved Unarmed Strike					Acid x2 <In: Belt pouch (43 @ 28 lbs)>	1 lb			
Martial Weapon Proficiency - All					Alchemist's fire x3 <In: Belt pouch (43 @ 28 lbs)>	1 lb			
Monk Weapon Proficiencies					Alkali flask <In: Belt pouch (43 @ 28 lbs)>	1 lb			
Power Attack -3/+9					Ambrosia <In: Belt pouch (43 @ 28 lbs)>	1 lb			
Power Attack [Mythic]					Backpack (8 @ 52.5 lbs) <In: Portable hole (1 @ 52.5 lbs)	2 lbs			
Shield Proficiency					Belt of mighty constitution +4	1 lb			
Simple Weapon Proficiency - All					Belt pouch (43 @ 28 lbs)	0.5 lbs			
Stunning Fist (7/day, DC 25)					Blanket <In: Backpack (8 @ 52.5 lbs)>	1 lb			
Stunning Fist [Mythic]					Boots of elvenkind	1 lb			
Stunning Fist Adept					Bracers of armor +3	1 lb			
Toughness					Carpet of flying I <In: Backpack (8 @ 52.5 lbs)>	8 lbs			
Weapon Focus (Unarmed strike)					Chalice of Ozem (1/day) <In: Belt pouch (43 @ 28 lbs)>	1 lb			
Traits					Cloak of resistance +4	1 lb			
Quain Martial Artist					Dust of disappearance <In: Belt pouch (43 @ 28 lbs)>	-			
Stolen Fury					Dust of dryness <In: Belt pouch (43 @ 28 lbs)>	-			
+1 cold iron sansetsukon					Headband of inspired wisdom +6	1 lb			
Both hands: +16/+11, 1d10+26+5 flurry					Holy water x12 <In: Belt pouch (43 @ 28 lbs)>	1 lb			
					ink, quill, paper <In: Backpack (8 @ 52.5 lbs)>	1 lb			
Flurry: +16/+16/+11/+6, 1d10+22+5 flurry					Jingasa of the fortunate soldier (1/day)	3 lbs			
+1 returning throwing axe					Liquid ice <In: Belt pouch (43 @ 28 lbs)>	2 lbs			
Main hand: +16/+11, 1d6+18					Masterwork cold iron shuriken x50	0.1 lbs			
					Monk's outfit (Free)	-			
Ranged: +14/+9, 1d6+9					Monk's robe	1 lb			
Masterwork cold iron shuriken					Portable hole (1 @ 54.5 lbs)	-			
Ranged: +14/+9, 1d2+8					Potion of cure light wounds x5 <In: Belt pouch (43 @ 28 lbs)>	-			
Ranged Flurry: +15/+15/+10/+5, 1d2+8					Potion of cure moderate wounds x2 <In: Belt pouch (43 @ 28 lbs)>	-			
Soulshear					Potion of cure serious wounds x5 <In: Belt pouch (43 @ 28 lbs)>	-			
Both hands: +17/+12, 1d10+27					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: Belt pouch (43 @ 28 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									

Validation Report (0 issues): Nothing identified

Adjustments Active: Hit Points: +5; Mage Armor: +4; Skill Bonus: +2 Acrobatics

Gear		Tracked Resources	
Total Weight Carried: 58/920 lbs, Light Load (Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)			
Rod of cancellation <i><In: Belt pouch (43 @ 28 lbs)></i>	5 lbs	Misdirection (weapon only, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Soap <i><In: Backpack (8 @ 52.5 lbs)></i>	0.5 lbs	+1 returning throwing axe	<input type="checkbox"/>
Soulshear	10 lbs	Acid	<input type="checkbox"/> <input type="checkbox"/>
Spelunking kit <i><In: Backpack (8 @ 52.5 lbs)></i>	32 lbs	Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stonefist gloves	3 lbs	Align Weapon (good/law only, can affect nat weapons, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Talisman of true faith	-	Alkali flask	<input type="checkbox"/>
Terendelev's scales (Sacred Weaponry) <i><In: Belt pouch (43 @ 28 lbs)></i>	-	Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>
Unbinding the Fetters <i><In: Belt pouch (43 @ 28 lbs)></i>	1 lb	Ambrosia	<input type="checkbox"/>
Wand of bless weapon (18 charges) <i><In: Belt pouch (43 @ 28 lbs)></i>	-	Dust of disappearance	<input type="checkbox"/>
Wand of cure moderate wounds <i><In: Belt pouch (43 @ 28 lbs)></i>	-	Dust of dryness	<input type="checkbox"/>
Wand of dispel magic <i><In: Belt pouch (43 @ 28 lbs)></i>	-	Globe of Invulnerability (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Waterskin <i><In: Backpack (8 @ 52.5 lbs)></i>	4 lbs	Holy water	<input type="checkbox"/>
Special Abilities			
Amazing Initiative (1/round) (Ex)		Jingasa of the fortunate soldier (1/day)	<input type="checkbox"/>
Aura of Good (Ex)		Ki Pool (12/day) (Su)	<input type="checkbox"/>
Bane (Evil Outsider)			<input type="checkbox"/> <input type="checkbox"/>
Bastion Stance (except mind-affecting or teleportation)		Lay on Hands (6d6 hit points, 3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Critical Master (Ex)		Liquid ice	<input type="checkbox"/>
Fast Movement (+10 ft.)		Masterwork cold iron shuriken	<input type="checkbox"/>
Fleet Charge (Ex)			<input type="checkbox"/>
Fleet Warrior (Ex)			<input type="checkbox"/>
Flurry of Blows +11/+11/+6/+1 (Ex)			<input type="checkbox"/>
Force of Will (Ex)			<input type="checkbox"/>
Hard to Kill (Ex)			<input type="checkbox"/>
Imprinting Hand (Su)			<input type="checkbox"/>
Iron Limb Defense (Ex)			<input type="checkbox"/>
Ki Defense +4 (Su)			<input type="checkbox"/>
Ki Flurry (Su)			<input type="checkbox"/>
Ki Pool (12/day) (Su)			<input type="checkbox"/>
Ki Speed (Su)			<input type="checkbox"/>
Ki Strike, Magic (Su)			<input type="checkbox"/>
Lay on Hands (6d6 hit points, 3/day) (Su)		Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Maneuver Expert (Ex)		Potion of cure moderate wounds	<input type="checkbox"/>
Maneuver Training (Ex)		Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mythic Power (17/day, Surge +1d10)		Potion of darkvision	<input type="checkbox"/>
Mythic Saving Throws (Ex)		Potion of lesser restoration	<input type="checkbox"/>
Mythic Sustenance (Su)		Resilient Sphere (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Recuperation (Ex)		Ring of adept maneuvers (2 charges)	<input type="checkbox"/> <input type="checkbox"/>
Shatter Spells (Su)		Rod of cancellation	<input type="checkbox"/>
Shield the Weak (5 allies)		Smite Evil (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Smite Chaos (Su)		Stunning Fist (7/day, DC 25)	<input type="checkbox"/>
Smite Evil (2/day) (Su)		Summon Monster V (babau only, 1/day)	<input type="checkbox"/>
Stunning Fist (Stun, Fatigue, Sicken) (Ex)		Wand of cure moderate wounds	<input type="checkbox"/>
Surge (1d10) (Su)			<input type="checkbox"/>
Sweeping Smite (Ex)			<input type="checkbox"/>
Titan's Rage (7 rounds) (Su)			<input type="checkbox"/>
[N/A] Transformative			<input type="checkbox"/>
Unarmed Strike (2d6)			<input type="checkbox"/>
Uncanny Grapple (Ex)			<input type="checkbox"/>
Valiant Stand +2 (Su)			<input type="checkbox"/>
Spell-Like Abilities			
Detect Chaos (At will) (Sp)			<input type="checkbox"/>
Detect Evil (At will) (Sp)			<input type="checkbox"/>

Tracked Resources

Wand of dispel magic	□□□□□□	□□□□□□
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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.

Languages

Abyssal	Tien
Common	

Spells & Powers

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

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 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 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.

Iomedae'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
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	19	+4	
WIS WISDOM	15	+2	
CHA CHARISMA	16	+3	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) +5 = +2 +3 [] [] []

REFLEX
(DEXTERITY) +10 = +5 +3 [] +2 []

WILL
(WISDOM) +7 = +5 +2 [] [] []

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

AC 22 = +4 [] +3 +1 +4 [] [] []

Touch AC 14 **Flat-Footed AC** 19
BAB Strength Size Misc

CM Bonus +7 = +7 +1 -1 -

BAB Strength Dexterity Size
CM Defense 20 = 10 +7 +1 +3 -1

Base Attack +7 **HP** 59

Initiative +7
Damage / Current HP

Speed 30 ft

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 Light, B, Nonlethal
nonlethal nonlethal nonl



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

Feats

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

Feats	Experience & Wealth
Weapon Finesse	Current Cash: You have no money!
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)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Detect Evil (Constant)	
Dimension Door (self plus 50 lbs. of objects only, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dispel Evil (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Flame Arrow (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Holy Smite (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Invisibility (self only, At will)	
Mage Armor (Constant)	
Major Image (1/day)	<input type="checkbox"/>
Remove Disease (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Speak with Animals (Constant)	
Tracked Resources	
Lay on Hands (3d6, 6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Languages	
Celestial	Infernal
Common	Tien
Draconic	

Sargona (Angel, Planetar)

Male planetar angel - CL17 - CR 16

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

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

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) $+23 = +10 +7 +4 +2$

Poison Resistance: +4 vs. poison

REFLEX
(DEXTERITY) $+15 = +5 +4 +4 +2$

Poison Resistance: +4 vs. poison

WILL
(WISDOM) $+23 = +10 +7 +4 +2$

Poison Resistance: +4 vs. poison

Damage Reduction (10/evil)

Immunity to Cold

Energy Resistance, Electricity (10)

Immunity to Petrification

Energy Resistance, Fire (10)

Poison Resistance +4 (Ex)

Immunity to Acid

Spell Resistance (27)

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC **36** = **+4** **-1** **+19** **+4**

Touch AC **17** **Flat-Footed AC** **32**
BAB Strength Size Misc

CM Bonus **+21** = **+17** **+8** **+1** **-**
+23 Sundering

BAB Strength Dexterity Size

CM Defense **44** = **10** **+17** **+8** **+4** **+1**
46 vs. Sunder

Base Attack **+17** **HP** **229**

Damage / Current HP

Initiative **+8**

Speed **30 ft**

+3 Holy Greatsword

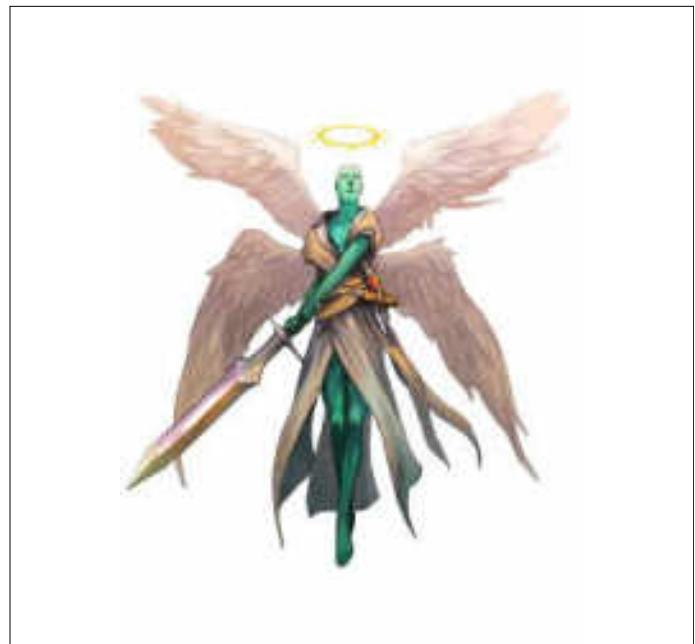
Both hands: **+22/+17/+12/+7**, Crit: 19-20/x2
3d6+30 plus 2d6 vs. evil

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 nonlethal nonlethal non



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+24	DEX (4)	17	
Appraise	+6	INT (6)	-	
Bluff	+7	CHA (7)	-	
Climb	+8	STR (8)	-	
Craft (any one)	+26	INT (6)	17	
Diplomacy	+27	CHA (7)	17	
Disguise	+7	CHA (7)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+26	DEX (4)	17	
Heal	+24	WIS (7)	17	
Intimidate	+27	CHA (7)	17	
Knowledge (history)	+23	INT (6)	17	
Knowledge (planes)	+26	INT (6)	17	
Knowledge (religion)	+26	INT (6)	17	
Perception	+27	WIS (7)	17	
Ride	+4	DEX (4)	-	
Sense Motive	+27	WIS (7)	17	
Stealth	+20	DEX (4)	17	
Survival	+7	WIS (7)	-	
Swim	+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		Experience & Wealth			
Simple Weapon Proficiency - All		Current Cash: You have no money!			
Toughness					
Gear		Spells & Powers			
Total Weight Carried: 16/2080 lbs, Light Load (Light: 692 lbs, Medium: 1386 lbs, Heavy: 2080 lbs)		Cleric spells memorized (CL 16th; concentration +23)			
+3 Holy Greatsword		Melee Touch +19/+14/+9/+4 Ranged Touch +20/+15/+10/+5			
Money		8th — <i>earthquake, fire storm</i> (DC 25)			
		7th — <i>holy word</i> (DC 24), <i>regenerate</i> (2)			
		6th — <i>banishment</i> (DC 23), <i>greater dispel magic, heal, mass inflict moderate wounds</i> (DC 23)			
		5th — <i>break enchantment, dispel evil</i> (2), <i>plane shift</i> (DC 22), <i>righteous might</i>			
		4th — <i>death ward, dismissal</i> (DC 21), <i>neutralize poison, summon monster IV</i>			
		3rd — <i>cure serious wounds</i> (2), <i>daylight, invisibility purge, summon monster III, wind wall</i>			
		2nd — <i>align weapon</i> (2), <i>bear's endurance</i> (2), <i>cure moderate wounds</i> (2), <i>eagle's splendor</i>			
		1st — <i>bless</i> (2), <i>cure light wounds</i> (4), <i>shield of faith</i>			
		0th (at will) — <i>detect magic, purify food and drink</i> (DC 17), <i>stabilize, virtue</i>			
Special Abilities					
Change Shape (<i>alter self</i>) (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)		<input type="checkbox"/>			
Earthquake (1/day)					
Flame Strike (3/day)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
Holy Smite (At will)					
Invisibility (self only, At will)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
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)		<input type="checkbox"/>			
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	Infernal				
Draconic					