

Antonius (An Tung)

Male human (Tian-Shu) champion of irori 6/monk
(monk of the sacred mountain) 5/paladin 2/Champion 7
- CL13 - CR 15
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	

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	
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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	
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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
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	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	38	=	+4		+3		+1	+5	+5	+1

Touch AC	33	Flat-Footed AC	30		
		BAB	Strength	Size	Misc

CM Bonus	+21	=	+11	+8	-	-
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+23 Bull Rushing; +23 Disarming; +25 Grappling; +23 Tripping
See the Base Attack (below) for modifiers that may also apply to CMB

			BAB	Strength	Dexterity	Size
CM Defense	54	= 10	+11	+8	+3	-

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

Base Attack	+11	HP	171
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Demon Hunter: +2 morale bonus against demons

Initiative	+11	Damage / Current HP
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Speed	30 / 40 ft
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+22	DEX (3)	9	
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	+7	DEX (3)	-	
Heal	+9	WIS (5)	1	
Intimidate	+6	CHA (2)	1	
Knowledge (arcana)	+7	INT (0)	1	
Knowledge (dungeoneering)	+7	INT (0)	1	
Knowledge (engineering)	+7	INT (0)	1	
Knowledge (geography)	+7	INT (0)	1	
Knowledge (history)	+7	INT (0)	1	
Knowledge (local)	+7	INT (0)	1	
Knowledge (nature)	+7	INT (0)	1	
Knowledge (nobility)	+7	INT (0)	1	
Knowledge (planes)	+17	INT (0)	11	
Demon Hunter : +2 to know the powers and abilities of demons				
Knowledge (religion)	+12	INT (0)	6	
Linguistics	+1	INT (0)	1	
Perception	+17	WIS (5)	9	
Perform (dance)	+6	CHA (2)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+9	WIS (5)	1	
Spellcraft	+4	INT (0)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Stealth	+13	DEX (3)	7	
Survival	+5	WIS (5)	-	
Swim	+12	STR (8)	1	
Use Magic Device	+3	CHA (2)	1	

Feats				
Armor Proficiency (Heavy)				
Armor Proficiency (Light)				
Armor Proficiency (Medium)				
Belier's Bite				
Demon Hunter				
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 -0/+9				
Power Attack [Mythic]				
Shield Proficiency				
Simple Weapon Proficiency - All				
Stunning Fist (8/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: +20/+15/+10,				
1d10+26+5 flurry				
Flurry: +21/+21/+16/+11,				
1d10+22+5 flurry				

Demon Hunter: +2 morale bonus against demons

+1 returning throwing axe				
Main hand: +20/+15/+10, 1d6+18				
				Crit: x2
Ranged: +15/+10/+5, 1d6+9				Rng: 10'
				Light, S

Demon Hunter: +2 morale bonus against demons

Masterwork cold iron shuriken				
Ranged: +15/+10/+5, 1d2+8				
				Crit: x2
Ranged Flurry: +16/+16/+11/+6,				Rng: 10'
1d2+8				Light, P, Monk

Demon Hunter: +2 morale bonus against demons

Experience & Wealth	
Experience Points:	315000/445000
Current Cash:	977 gp, 5 sp, 5 cp

Soulshear	
Both hands: +21/+16/+11,	
1d10+27	
Demon Hunter: +2 morale bonus against demons	
Crit: x3	
2-hand, S, Reach	

Unarmed strike	
Main hand: +22/+17/+12, 3d8+20	
plus 1d4 bleed plus 2d6 vs.	
Evil Outsider+3	
Flurry: +23/+23/+18/+13, 3d8+20	
plus 1d4 bleed plus 2d6 vs.	
Evil Outsider+3	
Demon Hunter: +2 morale bonus against demons	
Crit: 19-20/x3	
Light, B	

Gear	
Total Weight Carried: 58/920 lbs, Light Load	
(Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)	
+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 atonement	-

Validation Report	
Validation Report (0 issues): Nothing identified	
Adjustments Active: Fly: +1; Hit Points: +5; Mage Armor: +4; Shield Other: +1; 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)

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 -
 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 -
 Terendelev'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)
 Flight (60 feet, Good)
 Flurry of Blows +12/+12/+7/+2 (Ex)
 Force of Will (Ex)
 Greater Sweeping Smite (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 (7d6 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)
 Skill Mastery (Acrobatics, Perception, Know (Planes))
 Smite Chaos (Su)
 Smite Evil (2/day) (Su)
 Stunning Fist (Stun, Fatigue, Sicken) (Ex)
 Surge (1d10) (Su)
 Titan's Rage (7 rounds) (Su)
 [N/A] Transformative
 Unarmed Strike (2d8)
 Uncanny Grapple (Ex)

Special Abilities

Valiant Stand +3 (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 (7d6 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 (8/day, DC 25) ☐☐☐☐☐☐☐
 Summon Monster V (babau only, 1/day) ☐

Tracked Resources

Wand of cure moderate wounds	□□□□□	□□□□□
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Wand of dispel magic	□□□□□	□□□□□
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Languages

Abyssal	Tien
Common	

Spells & Powers

Paladin spells memorized (CL 0th; concentration +2)
Melee Touch +19/+14/+9 **Ranged Touch** +14/+9/+4

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