

Antonius (An Tung)

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

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	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

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

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 38 = +4 +4 +3 +1 +5 +5 +1

Touch AC 33 Flat-Footed AC 30

BAB Strength Size Misc

CM Bonus +21 = +11 +8 - -

+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

Demon Hunter: +2 morale bonus against demons

Damage / Current HP

Initiative

+11

Speed

30 / 40 ft



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,		Crit: 19-20/x2		
1d10+26+5 flurry			2-hand, B,	

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				
Demon Hunter: +2 morale bonus against demons		Rng: 10'		

Masterwork cold iron shuriken				
Ranged: +15/+10/+5, 1d2+8		Crit: x2		

Ranged Flurry: +16/+16/+11/+6, 1d2+8				
Demon Hunter: +2 morale bonus against demons		Rng: 10'		

Prayer wheel of ethical strength (good)				
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		Crit: x3		
		2-hand, S, Reach		

Unarmed strike				
Main hand: +22/+17/+12, 3d8+20		Crit: 19-20/x3		
		Light, B		

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				

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	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 @	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	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 @	-		
Potion of cure moderate wounds x2	<In: Belt pouch (43 -			
Potion of cure serious wounds x5	<In: Belt pouch (43 -			
Potion of darkvision	<In: Belt pouch (43 @ 28 lbs)	-		
Potion of lesser restoration	<In: Belt pouch (43 @ 28	-		
Prayer wheel of ethical strength (good)	<In:	3 lbs		
Righteous medal of agility		-		

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			

Gear		Special Abilities	
Total Weight Carried: 58/920 lbs, Light Load (Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)		Valiant Stand +3 (Su)	
Righteous medal of clarity		Spell-Like Abilities	
Righteous medal of command		Detect Chaos (At will) (Sp)	
Righteous medal of valor		Detect Evil (At will) (Sp)	
Righteous medal of vigor		Tracked Resources	
Ring of adept maneuvers (2 charges)		Misdirection (weapon only, 3/day)	
Ring of protection +5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Rod of cancellation <In: Belt pouch (43 @ 28 lbs)>		<input type="checkbox"/> +1 returning throwing axe	
Soap <In: Backpack (8 @ 52.5 lbs)>		<input type="checkbox"/> Acid	
Soulshear		<input type="checkbox"/> Alchemist's fire	
Spelunking kit <In: Backpack (8 @ 52.5 lbs)>		<input type="checkbox"/> Align Weapon (good/law only, can affect nat weapons, 3/day)	
Stonefist gloves		<input type="checkbox"/> Alkali flask	
Talisman of true faith		<input type="checkbox"/> Amazing Initiative (1/round) (Ex)	
Terendelev's scales (Sacred Weaponry) <In: Belt pouch		<input type="checkbox"/> Ambrosia	
Unbinding the Fetters <In: Belt pouch (43 @ 28 lbs)>		<input type="checkbox"/> Dust of disappearance	
Wand of bless weapon (18 charges) <In: Belt pouch (43 @		<input type="checkbox"/> Dust of dryness	
Wand of cure moderate wounds <In: Belt pouch (43 @		<input type="checkbox"/> Globe of Invulnerability (2/day)	
Wand of dispel magic <In: Belt pouch (43 @ 28 lbs)>		<input type="checkbox"/> Holy water	
Waterskin <In: Backpack (8 @ 52.5 lbs)>		<input type="checkbox"/>	
Special Abilities		<input type="checkbox"/> <input type="checkbox"/>	
Amazing Initiative (1/round) (Ex)		<input type="checkbox"/> Jingasa of the fortunate soldier (1/day)	
Aura of Good (Ex)		<input type="checkbox"/> Ki Pool (12/day) (Su)	
Bane (Evil Outsider)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Bastion Stance (except mind-affecting or teleportation)		<input type="checkbox"/> Lay on Hands (7d6 hit points, 3/day) (Su)	
Critical Master (Ex)		<input type="checkbox"/> Liquid ice	
Fast Movement (+10 ft.)		<input type="checkbox"/> Masterwork cold iron shuriken	
Fleet Charge (Ex)		<input type="checkbox"/>	
Fleet Warrior (Ex)		<input type="checkbox"/>	
Flight (60 feet, Good)		<input type="checkbox"/>	
Flurry of Blows +12/+12/+7/+2 (Ex)		<input type="checkbox"/>	
Force of Will (Ex)		<input type="checkbox"/>	
Greater Sweeping Smite (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 (7d6 hit points, 3/day) (Su)		<input type="checkbox"/>	
Maneuver Expert (Ex)		<input type="checkbox"/>	
Maneuver Training (Ex)		<input type="checkbox"/>	
Mythic Power (17/day, Surge +1d10)		<input type="checkbox"/>	
Mythic Saving Throws (Ex)		<input type="checkbox"/>	
Mythic Sustenance (Su)		<input type="checkbox"/>	
Recuperation (Ex)		<input type="checkbox"/>	
Shatter Spells (Su)		<input type="checkbox"/>	
Shield the Weak (5 allies)		<input type="checkbox"/>	
Skill Mastery (Acrobatics, Perception, Know (Planes))		<input type="checkbox"/>	
Smite Chaos (Su)		<input type="checkbox"/>	
Smite Evil (2/day) (Su)		<input type="checkbox"/>	
Stunning Fist (Stun, Fatigue, Sicken) (Ex)		<input type="checkbox"/>	
Surge (1d10) (Su)		<input type="checkbox"/>	
Titan's Rage (7 rounds) (Su)		<input type="checkbox"/>	
[N/A] Transformative		<input type="checkbox"/>	
Unarmed Strike (2d8)		<input type="checkbox"/>	
Uncanny Grapple (Ex)		<input type="checkbox"/>	

Tracked Resources

Wand of cure moderate wounds	<input type="checkbox"/>
Wand of dispel magic	<input type="checkbox"/>

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.

Languages

Abyssal	Tien
Common	

Spells & Powers

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

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 Iomedaeans 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