

Antonius (An Tung)

Male human (Tian-Shu) champion of iori 7/monk (monk of the sacred mountain) 5/paladin 2/Champion 8 - CL14 - CR 17

Lawful Good Humanoid (Human); Deity: **Iori**; Age: **18**; Height: **5' 4"**; Weight: **155 lb.**; Eyes: **Brown**; Hair: **Black**; Skin: **Yellow**

Ability	Score	Modifier	Temporary
STR STRENGTH	28/38	+9/+14	
DEX DEXTERITY	16/20	+3/+5	
CON CONSTITUTION	12/22	+1/+6	
INT INTELLIGENCE	10/12	0/+1	
WIS WISDOM	14/20	+2/+5	
CHA CHARISMA	14/16	+2/+3	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)

+26 = **+11** **+6** **+4** **+5**

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, **Still Mind** : +2 vs. enchantments

REFLEX (DEXTERITY)

+22 = **+8** **+5** **+4** **+5**

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, **Still Mind** : +2 vs. enchantments

WILL (WISDOM)

+23 = **+11** **+5** **+4** **+3**

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, **Still Mind** : +2 vs. enchantments

Damage Reduction (10/adamantine [1]

Immunity to Inhaled Poison

Immunity to Disease

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC **47** = **+4** **+5** **-1** **+3** **+5** **+12** **+4**

Touch AC **40** **Flat-Footed AC** **30**

BAB Strength Size Misc

CM Bonus **+35** = **+12** **+14** **+1** **-**

Stolen Fury : +2 trait bonus vs. demons.; +37 Bull Rushing; +37 Disarming; +39 Grappling; +37 Tripping

See the Base Attack (below) for modifiers that may also apply to CMB

BAB Strength Dexterity Size

CM Defense **70** = **10** **+12** **+14** **+5** **+1**

72 vs. Grapple

Base Attack

+12

HP

226

Demon Hunter: +2 morale bonus against demons

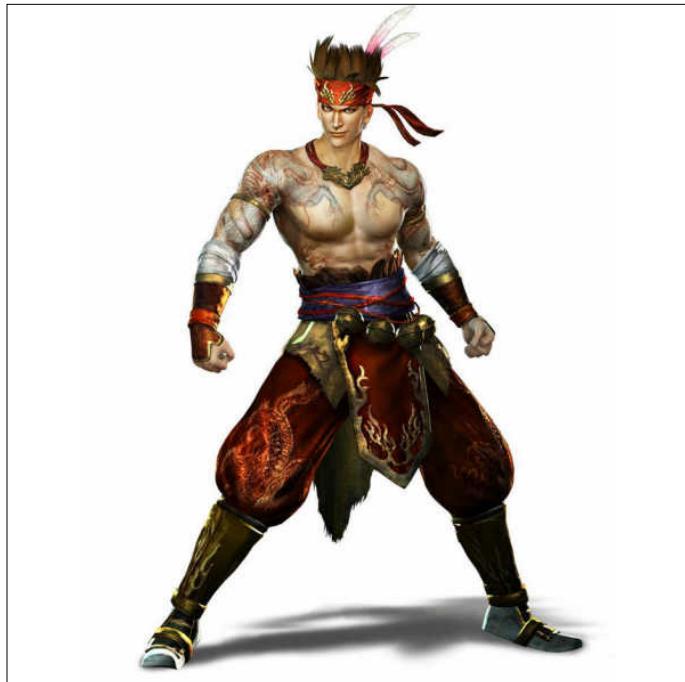
Initiative

+14

Damage / Current HP

Speed

30 / 80 ft



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+25	DEX (5)	10	
		Speed greater/less than 30 ft.	+20	to jump
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	+18	STR (14)	1	
Diplomacy	+8	CHA (3)	2	
Disguise	+3	CHA (3)	-	
Escape Artist	+9	DEX (5)	1	
Fly	+3	DEX (5)	-	
Heal	+9	WIS (5)	1	
Intimidate	+7	CHA (3)	1	
Knowledge (arcana)	+8	INT (1)	1	
Knowledge (dungeoneering)	+8	INT (1)	1	
Knowledge (engineering)	+8	INT (1)	1	
Knowledge (geography)	+8	INT (1)	1	
Knowledge (history)	+8	INT (1)	1	
Knowledge (local)	+8	INT (1)	1	
Knowledge (nature)	+8	INT (1)	1	
Knowledge (nobility)	+8	INT (1)	1	
Knowledge (planes)	+18	INT (1)	11	
		Demon Hunter	+2	to know the powers and abilities of demons
Knowledge (religion)	+16	INT (1)	9	
Linguistics	+2	INT (1)	1	
Perception	+17	WIS (5)	9	
Perform (dance)	+7	CHA (3)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+10	WIS (5)	2	
Spellcraft	+5	INT (1)	1	

Skills					Experience & Wealth			
Skill Name	Total	Ability	Ranks	Temp	Experience Points: 445000 /635000			
Stealth	+11	DEX (5)	7		Current Cash: 13,819 gp, 5 sp, 5 cp			
Survival	+5	WIS (5)	-					
Swim	+18	STR (14)	1					
Use Magic Device	+4	CHA (3)	1					
Feats					Masterwork cold iron shuriken			
Armor Proficiency (Heavy)					Ranged: +23/+18/+13, 1d3+23	Crit: x2		
Armor Proficiency (Light)					Ranged Flurry: +24/+24/+24/+19/+19/+14, 1d3+23	Rng: 10'		
Armor Proficiency (Medium)					Demon Hunter: +2 morale bonus against demons	Light, P, Monk		
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/+12								
Power Attack [Mythic]								
Shield Proficiency								
Simple Weapon Proficiency - All								
Stunning Fist (8/day, DC 27)								
Stunning Fist [Mythic]								
Stunning Fist Adept								
Toughness								
Weapon Focus (Unarmed strike)								
Traits					Soulshear			
Quain Martial Artist					Both hands: +33/+33/+28/+23, 2d8+50	Crit: x3		
Stolen Fury					Demon Hunter: +2 morale bonus against demons	2-hand, S, Reach		
+1 cold iron sansetsukon					Unarmed strike			
Both hands: +32/+32/+27/+22, 2d8+49					Main hand: +34/+34/+29/+24, 4d8+38 plus 1d4 bleed and 2d6 vs. Evil Outsider	Crit: 19-20/x3		
Flurry: +33/+33/+33/+28/+28/+23, 2d8+42					Flurry: +35/+35/+35/+30/+30/+25, 4d8+38 plus 1d4 bleed and 2d6 vs. Evil Outsider	Light, B		
Demon Hunter: +2 morale bonus against demons					Demon Hunter: +2 morale bonus against demons			
+1 dancing glaive					Gear			
Both hands: +32/+32/+27/+22, 2d8+49					Total Weight Carried: 103/9600 lbs, Light Load			
Demon Hunter: +2 morale bonus against demons					(Light: 3200 lbs, Medium: 6400 lbs, Heavy: 9600 lbs)			
+1 returning throwing axe					+1 cold iron sansetsukon <In: Backpack (8 @ 66.5 lbs)	6 lbs		
Main hand: +32/+32/+27/+22, 1d8+36					+1 dancing glaive	20 lbs		
Ranged: +23/+18/+13, 1d8+24					+1 returning throwing axe	4 lbs		
Demon Hunter: +2 morale bonus against demons					+2 evil outsider-bane amulet of mighty fists	-		
Validation Report					Acid x2 <In: Belt pouch (41 @ 24 lbs)	1 lb		
Validation Report (0 issues): Nothing identified					Alchemist's fire x3 <In: Belt pouch (41 @ 24 lbs)	1 lb		
Adjustments Active: Blessing of Fervor: Attack, AC and Ref Bonus: +2; Hit Points: +5; Mythic Haste:; Skill Bonus: +2 Acrobatics; Stoneskin: 10/adamantine (1 HP remaining): 1					Ambrosia <In: Belt pouch (41 @ 24 lbs)	2 lbs		
					Backpack (8 @ 66.5 lbs) <In: Portable hole (1 @	2 lbs		
					Belt of physical perfection +4	2 lbs		
					Belt pouch (41 @ 24 lbs)	0.5 lbs		
					Blanket <In: Backpack (8 @ 66.5 lbs)	1 lb		
					Boots of elvenkind	2 lbs		
					Bracers of armor +4	2 lbs		
					Carpet of flying I <In: Backpack (8 @ 66.5 lbs)	16 lbs		
					Chalice of Ozem (1/day) <In: Belt pouch (41 @ 24 lbs)	2 lbs		
					Cloak of resistance +4	2 lbs		
					Dust of disappearance <In: Belt pouch (41 @ 24 lbs)	-		
					Dust of dryness <In: Belt pouch (41 @ 24 lbs)	-		
					Headband of inspired wisdom +6	2 lbs		
					Holy water x12 <In: Belt pouch (41 @ 24 lbs)	1 lb		
					ink, quill, paper <In: Backpack (8 @ 66.5 lbs)	1 lb		
					Jingasa of the fortunate soldier (1 uses)	6 lbs		
					Liquid ice <In: Belt pouch (41 @ 24 lbs)	2 lbs		
					Masterwork cold iron shuriken x50	0.2 lbs		
					Monk's outfit (Free)	-		
					Monk's robe	2 lbs		

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Blessing of Fervor: Attack, AC and Ref Bonus: +2; Hit Points: +5; Mythic Haste:; Skill Bonus: +2 Acrobatics; Stoneskin: 10/adamantine (1 HP remaining): 1

Gear		Special Abilities	
Total Weight Carried: 103/9600 lbs, Light Load (Light: 3200 lbs, Medium: 6400 lbs, Heavy: 9600 lbs)			
Portable hole (1 @ 68.5 lbs)		Skill Mastery (Acrobatics, Perception, Know (Planes))	
Potion of cure light wounds x5 <In: Belt pouch (41 @ 24 lbs)		Smite Chaos (Su)	
Potion of cure moderate wounds x2 <In: Belt pouch (41 @ 24 lbs)		Smite Evil (2/day) (Su)	
Potion of cure serious wounds x5 <In: Belt pouch (41 @ 24 lbs)		Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)	
Potion of darkvision <In: Belt pouch (41 @ 24 lbs)>		Surge (1d10) (Su)	
Potion of lesser restoration <In: Belt pouch (41 @ 24 lbs)>		Titan's Rage (8 rounds) (Su)	
Prayer wheel of ethical strength (good) <In: Backpack (8 @ 66.5 lbs)>	6 lbs	[N/A] Transformative	
Righteous medal of agility		Unarmed Strike (2d8)	
Righteous medal of clarity		Uncanny Grapple (Ex)	
Righteous medal of command		Unstoppable (Ex)	
Righteous medal of valor		Valiant Stand +3 (Su)	
Righteous medal of vigor			
Ring of adept maneuvers (2 charges)			
Ring of protection +5			
Soap <In: Backpack (8 @ 66.5 lbs)>	0.5 lbs		
Soulshear	20 lbs		
Spelunking kit <In: Backpack (8 @ 66.5 lbs)>	32 lbs		
Stonefist gloves	6 lbs		
Talisman of true faith			
Terendelev's scales (Sacred Weaponry) <In: Belt pouch (41 @ 24 lbs)>			
Unbinding the Fetters <In: Belt pouch (41 @ 24 lbs)>	1 lb		
Wand of bless weapon (18 charges) <In: Belt pouch (41 @ 24 lbs)>			
Wand of cure moderate wounds <In: Belt pouch (41 @ 24 lbs)>			
Wand of dispel magic <In: Belt pouch (41 @ 24 lbs)>			
Waterskin <In: Backpack (8 @ 66.5 lbs)>	4 lbs		
Special Abilities		Spell-Like Abilities	
Amazing Initiative (1/round) (Ex)		Detect Chaos (At will) (Sp)	
Aura of Good (Ex)		Detect Evil (At will) (Sp)	
Bane (Evil Outsider)			
Bastion Stance (except mind-affecting or teleportation)			
Critical Master (Ex)			
[N/A] Dancing			
Destroyer (Ex)			
Fast Movement (+10 ft.)			
Fleet Charge (Ex)			
Fleet Warrior (Ex)			
Flurry of Blows +13/+13/+8/+3 (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 (13/day) (Su)			
Ki Speed (Su)			
Ki Strike, Magic (Su)			
Lay on Hands (8d6 hit points, 4/day) (Su)			
Maneuver Expert (Ex)			
Maneuver Training (Ex)			
Mythic Power (19/day, Surge +1d10)			
Mythic Saving Throws (Ex)			
Mythic Sustenance (Su)			
Perfect Opening (Ex)			
Recuperation (Ex)			
Shatter Spells (Su)			
Shield the Weak (5 allies)			
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)	
		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 uses)	
		Ki Pool (13/day) (Su)	
		Lay on Hands (8d6 hit points, 4/day) (Su)	
		Liquid ice	
		Masterwork cold iron shuriken	
		Mythic Power (19/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)	

Tracked Resources

Smite Evil (2/day) (Su)	<input type="checkbox"/>	<input type="checkbox"/>
Stoneskin	<input type="checkbox"/>	
Stunning Fist (8/day, DC 27)	<input type="checkbox"/>	<input type="checkbox"/>
Summon Monster V (babau only, 1/day)	<input type="checkbox"/>	
Wand of bless weapon (18 charges)	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
Wand of cure moderate wounds	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>
Wand of dispel magic	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<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.

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
Death Ward from ghost

Languages

Abyssal	
Common	Tien

Spells & Powers

Paladin spells memorized (CL 0th; concentration +3)
Melee Touch +31/+26/+21 **Ranged Touch** +22/+17/+12

Sourcebooks Used

- **Advanced Player's Guide** - Monk of the Sacred Mountain (archetype)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Liquid ice (equipment)
- **Cheliax, Empire of Devils** - Belier's Bite (feat)
- **Demon Hunter's Handbook / Wrath of the Righteous** - Stolen Fury (trait)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tian-Shu (race option); Tien (language)
- **Dragon Empires Primer** - Quain Martial Artist (trait); Stunning Fist Adept (feat)
- **Inner Sea Combat** - Ring of adept maneuvers (equipment)
- **Inner Sea World Guide** - Demon Hunter (feat)
- **Jade Regent / Ultimate Equipment** - Jingasa of the fortunate soldier (equipment)
- **Mythic Adventures** - Ambrosia (equipment); Critical Master (special ability); Destroyer (special ability); Extra Path Ability (feat); Fleet Charge (special ability); Fleet Warrior (special ability); Imprinting Hand (special ability); Improved Critical (feat); Maneuver Expert (special ability); Mythic Sustenance (special ability); Power Attack (feat); Shatter Spells (special ability); Stonefist gloves (equipment); Stunning Fist (feat); Titan's Rage (special ability); Uncanny Grapple (special ability)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Spelunking kit (equipment)
- **Paths of Prestige** - Champion of Irori (class)
- **Ultimate Combat / Ultimate Equipment** - Sansetsukon (weapon)
- **Ultimate Equipment** - Prayer wheel of ethical strength (good) (equipment)
- **Wrath of the Righteous** - Chalice of Ozem (equipment); Righteous medal of agility (equipment); Righteous medal of clarity (equipment); Righteous medal of command (equipment); Righteous medal of valor (equipment); Righteous medal of vigor (equipment); Soulshear (weapon); Talisman of true faith (equipment); Terendelev's scales (Sacred Weaponry) (equipment)