

## Antonius (An Tung)

Male human (Tian-Shu) champion of irori 7/monk  
(monk of the sacred mountain) 5/paladin 2/Champion 8  
- CL14 - CR 17  
Lawful Good Humanoid (Human); Deity: **Irori**; Age: **18**;  
Height: **5' 4"**; Weight: **155 lb.**; Eyes: **Brown**; Hair: **Black**;  
Skin: **Yellow**

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+26</b>	<b>=</b>	<b>+11</b>	<b>+6</b>	<b>+4</b>	<b>+5</b>	

**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

<b>REFLEX</b> (DEXTERITY)	<b>+22</b>	<b>=</b>	<b>+8</b>	<b>+5</b>	<b>+4</b>	<b>+5</b>	
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<b>WILL</b> (WISDOM)	<b>+23</b>	<b>=</b>	<b>+11</b>	<b>+5</b>	<b>+4</b>	<b>+3</b>	
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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

<b>Touch AC</b>	<b>40</b>	<b>Flat-Footed AC</b>	<b>30</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	<b>+35</b>	<b>=</b>	<b>+12</b>	<b>+14</b>	<b>+1</b>	<b>-</b>
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**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

CM Defense	70	=	10	BAB	Strength	Dexterity	Size
				<b>+12</b>	<b>+14</b>	<b>+5</b>	<b>+1</b>

72 vs. Grapple

<b>Base Attack</b>	<b>+12</b>	<b>HP</b>	<b>226</b>
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**Demon Hunter** : +2 morale bonus against demons

<b>Initiative</b>	<b>+14</b>	Damage / Current HP
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<b>Speed</b>	<b>30 / 80 ft</b>
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Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+25</b>	DEX (5)	10	
Speed greater/less than 30 ft. : +20 to jump				
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+3</b>	CHA (3)	-	
<b>Climb</b>	<b>+18</b>	STR (14)	1	
<b>Diplomacy</b>	<b>+8</b>	CHA (3)	2	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>+9</b>	DEX (5)	1	
<b>Fly</b>	<b>+3</b>	DEX (5)	-	
<b>Heal</b>	<b>+9</b>	WIS (5)	1	
<b>Intimidate</b>	<b>+7</b>	CHA (3)	1	
<b>Knowledge (arcana)</b>	<b>+8</b>	INT (1)	1	
<b>Knowledge (dungeoneering)</b>	<b>+8</b>	INT (1)	1	
<b>Knowledge (engineering)</b>	<b>+8</b>	INT (1)	1	
<b>Knowledge (geography)</b>	<b>+8</b>	INT (1)	1	
<b>Knowledge (history)</b>	<b>+8</b>	INT (1)	1	
<b>Knowledge (local)</b>	<b>+8</b>	INT (1)	1	
<b>Knowledge (nature)</b>	<b>+8</b>	INT (1)	1	
<b>Knowledge (nobility)</b>	<b>+8</b>	INT (1)	1	
<b>Knowledge (planes)</b>	<b>+18</b>	INT (1)	11	
<b>Demon Hunter</b> : +2 to know the powers and abilities of demons				
<b>Knowledge (religion)</b>	<b>+16</b>	INT (1)	9	
<b>Linguistics</b>	<b>+2</b>	INT (1)	1	
<b>Perception</b>	<b>+17</b>	WIS (5)	9	
<b>Perform (dance)</b>	<b>+7</b>	CHA (3)	1	
<b>Ride</b>	<b>+5</b>	DEX (5)	-	
<b>Sense Motive</b>	<b>+10</b>	WIS (5)	2	
<b>Spellcraft</b>	<b>+5</b>	INT (1)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
<b>Stealth</b>	<b>+11</b>	DEX (5)	7	
<b>Survival</b>	<b>+5</b>	WIS (5)	-	
<b>Swim</b>	<b>+18</b>	STR (14)	1	
<b>Use Magic Device</b>	<b>+4</b>	CHA (3)	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/+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				
Quain Martial Artist				
Stolen Fury				

+1 cold iron sansetsukon				
Both hands:	<b>+32/+32/+27/+22,</b>		Crit: 19-20/x2	
	<b>2d8+49</b>		2-hand, B,	
Flurry:				
	<b>+33/+33/+33/+28/+28/+23,</b>			
	<b>2d8+42</b>			

Demon Hunter: +2 morale bonus against demons

+1 dancing glaive				
Both hands:	<b>+32/+32/+27/+22,</b>		Crit: x3	
	<b>2d8+49</b>		2-hand, S, Reach	

Demon Hunter: +2 morale bonus against demons

+1 returning throwing axe				
Main hand:	<b>+32/+32/+27/+22, 1d8+36</b>		Crit: x2	
			Rng: 10'	
			Light, S	
Ranged:	<b>+23/+18/+13, 1d8+24</b>			

Demon Hunter: +2 morale bonus against demons

## Experience & Wealth

Experience Points: **445000/635000**

Current Cash: **13,819 gp, 5 sp, 5 cp**

## Masterwork cold iron shuriken

Ranged: **+23/+18/+13, 1d3+23** Crit: x2

Ranged Flurry: Rng: 10'

**+24/+24/+24/+19/+19/+14,**

**1d3+23**

Demon Hunter: +2 morale bonus against demons

## Soulshear

Both hands: **+33/+33/+28/+23,** Crit: x3

**2d8+50**

2-hand, S, Reach

Demon Hunter: +2 morale bonus against demons

## Unarmed strike

Main hand: **+34/+34/+29/+24,** Crit: 19-20/x3

**4d8+38 plus 1d4 bleed and**

**2d6 vs. Evil Outsider**

Light, B

Flurry: **+35/+35/+35/+30/+30/+25,**

**4d8+38 plus 1d4 bleed and**

**2d6 vs. Evil Outsider**

Demon Hunter: +2 morale bonus against demons

## Gear

**Total Weight Carried: 103/9600 lbs, Light Load**

**(Light: 3200 lbs, Medium: 6400 lbs, Heavy:**

**9600 lbs)**

+1 cold iron sansetsukon	<In: Backpack (8 @ 66.5 lbs)	6 lbs
+1 dancing glaive		20 lbs
+1 returning throwing axe		4 lbs
+2 evil outsider-bane amulet of mighty fists		-
Acid x2 <In: Belt pouch (41 @ 24 lbs)>		1 lb
Alchemist's fire x3 <In: Belt pouch (41 @ 24 lbs)>		1 lb
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		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

**Total Weight Carried: 103/9600 lbs, Light Load (Light: 3200 lbs, Medium: 6400 lbs, Heavy: 9600 lbs)**

Portable hole (1 @ 68.5 lbs)	-
Potion of cure light wounds x5 <In: Belt pouch (41 @ 24	-
Potion of cure moderate wounds x2 <In: Belt pouch (41	-
Potion of cure serious wounds x5 <In: Belt pouch (41 @	-
Potion of darkvision <In: Belt pouch (41 @ 24 lbs)>	-
Potion of lesser restoration <In: Belt pouch (41 @ 24	-
Prayer wheel of ethical strength (good) <In:	6 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	-
Soap <In: Backpack (8 @ 66.5 lbs)>	0.5 lbs
Soulshare	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	-
Unbinding the Fetters <In: Belt pouch (41 @ 24 lbs)>	1 lb
Wand of bless weapon (18 charges) <In: Belt pouch (41	-
Wand of cure moderate wounds <In: Belt pouch (41 @	-
Wand of dispel magic <In: Belt pouch (41 @ 24 lbs)>	-
Waterskin <In: Backpack (8 @ 66.5 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)  
 [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)

## Special Abilities

Skill Mastery (Acrobatics, Perception, Know (Planes))  
 Smite Chaos (Su)  
 Smite Evil (2/day) (Su)  
 Stunning Fist (Stun, Fatigue, Sicken, Staggar) (Ex)  
 Surge (1d10) (Su)  
 Titan's Rage (8 rounds) (Su)  
 [N/A] Transformative  
 Unarmed Strike (2d8)  
 Uncanny Grapple (Ex)  
 Unstoppable (Ex)  
 Valiant Stand +3 (Su)

## Spell-Like Abilities

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

## Tracked Resources

Misdirection (weapon only, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
+1 returning throwing axe	<input type="checkbox"/>
Acid	<input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Align Weapon (good/law only, can affect nat weapons, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>
Ambrosia	<input type="checkbox"/>
Dust of disappearance	<input type="checkbox"/>
Dust of dryness	<input type="checkbox"/>
Globe of Invulnerability (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Holy water	<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"/>
Jingasa of the fortunate soldier (1 uses)	<input type="checkbox"/>
Ki Pool (13/day) (Su)	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lay on Hands (8d6 hit points, 4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Liquid ice	<input type="checkbox"/>
Masterwork cold iron shuriken	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mythic Power (19/day, Surge +1d10)	<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"/> <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"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of darkvision	<input type="checkbox"/>
Potion of lesser restoration	<input type="checkbox"/>
Resilient Sphere (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Ring of adept maneuvers (2 charges)	<input type="checkbox"/> <input type="checkbox"/>

### Tracked Resources

[illegible]

## Languages

Abyssal	Tien
Common	

## Spells & Powers

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

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

lomeda's blessing - atonement once CL20  
Death Ward from ghost

## 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)
- **Cheliox, 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); Soulshard (weapon); Talisman of true faith (equipment); Terendelev's scales (Sacred Weaponry) (equipment)