

Antonius (An Tung)

Male human (Tian-Shu) champion of irori 8/monk
(monk of the sacred mountain) 5/paladin 2/Champion 9
- CL15 - CR 18
Lawful Good Humanoid (Human); Deity: **Irori**; Age: **18**;
Height: **5' 4"**; Weight: **155lb.**; Eyes: **Brown**; Hair: **Black**;
Skin: **Yellow**

Ability	Score	Modifier	Temporary
STR STRENGTH	28/32	+9/+11	
DEX DEXTERITY	16/20	+3/+5	
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)	+22	=	+11	+3	+4	+4	
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)	+19	=	+8	+5	+4	+2	
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)	+22	=	+11	+5	+4	+2	
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							

Immunity to Disease				Immunity to Inhaled Poison						
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	40	=	+4		+5		+1	+5	+5	+1

Touch AC	35	Flat-Footed AC	30	
		BAB	Strength	Size Misc
CM Bonus	+26	=	+13	+11 - -

+28 Bull Rushing; +28 Disarming; +34 Grappling; +28 Tripping See the Base Attack (below) for modifiers that may also apply to CMB							
CM Defense	61	=	10	+13	+11	+5	-
67 vs. Grapple; 61 vs. Sunder (Stonefist gloves : +4 to sunder with <i>stonefist gloves</i>)							

Base Attack	+13	HP	197
Demon Hunter : +2 morale bonus against demons			
Initiative	+15	Damage / Current HP	

Speed	30 / 40 ft
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+25	DEX (5)	10	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	+15	STR (11)	1	
Diplomacy	+7	CHA (2)	2	
Disguise	+2	CHA (2)	-	
Escape Artist	+9	DEX (5)	1	
Fly	+5	DEX (5)	-	
Heal	+9	WIS (5)	1	
Intimidate	+6	CHA (2)	1	
Knowledge (arcana)	+8	INT (0)	1	
Knowledge (dungeoneering)	+8	INT (0)	1	
Knowledge (engineering)	+8	INT (0)	1	
Knowledge (geography)	+8	INT (0)	1	
Knowledge (history)	+8	INT (0)	1	
Knowledge (local)	+8	INT (0)	1	
Knowledge (nature)	+8	INT (0)	1	
Knowledge (nobility)	+8	INT (0)	1	
Knowledge (planes)	+19	INT (0)	12	
Demon Hunter : +2 to know the powers and abilities of demons				
Knowledge (religion)	+16	INT (0)	9	
Linguistics	+1	INT (0)	1	
Perception	+20	WIS (5)	12	
Perform (dance)	+6	CHA (2)	1	
Ride	+5	DEX (5)	-	
Sense Motive	+10	WIS (5)	2	
Spellcraft	+4	INT (0)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
■Stealth	+15	DEX (5)	7	
Survival	+6	WIS (5)	1	
■Swim	+15	STR (11)	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 Grapple [Mythic]				
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)				
Worldwound Walker				

Traits				
Quain Martial Artist				
Stolen Fury				

+1 cold iron sansetsukon

Both hands: **+25/+20/+15,** Crit: 19-20/x2
1d10+35+4 flurry 2-hand, B,

Flurry:
+26/+26/+21/+21/+16/+11,
1d10+30+4 flurry

Demon Hunter: +2 morale bonus against demons

+1 returning throwing axe

Main hand: **+25/+20/+15, 1d6+24** Crit: x2
Ranged: **+19/+14/+9, 1d6+12** Rng: 10'
Light, S

Demon Hunter: +2 morale bonus against demons

+4 holy speed glaive

Both hands: **+28/+28/+23/+18,** Crit: x3
1d10+38 plus 2d6 vs. evil 2-hand, S, Reach

Demon Hunter: +2 morale bonus against demons

Experience & Wealth

Experience Points: **635000/890000**
Current Cash: **52,964 gp, 5 sp, 5 cp**

Masterwork cold iron shuriken

Ranged: **+19/+14/+9, 1d2+11** Crit: x2
Ranged Flurry: Rng: 10'
+20/+20/+15/+15/+10/+5, Light, P, Monk
1d2+11

Demon Hunter: +2 morale bonus against demons

Soulshear

Both hands: **+26/+21/+16,** Crit: x3
1d10+36 2-hand, S, Reach

Demon Hunter: +2 morale bonus against demons

Unarmed strike

Main hand: **+27/+22/+17, 3d8+26** Crit: 19-20/x3
plus 1d4 bleed plus 2d6 vs. Light, B
Evil Outsider+3

Flurry: **+28/+28/+23/+23/+18/+13,**
3d8+26 plus 1d4 bleed plus
2d6 vs. Evil Outsider+3

Demon Hunter: +2 morale bonus against demons

Gear

Total Weight Carried: 62/2080 lbs, Light Load
(Light: 692 lbs, Medium: 1384 lbs, Heavy: 2080 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 -
+4 holy speed glaive 10 lbs
Acid x2 <In: Belt pouch (41 @ 22 lbs)> 1 lb
Alchemist's fire x3 <In: Belt pouch (41 @ 22 lbs)> 1 lb
Ambrosia <In: Belt pouch (41 @ 22 lbs)> 1 lb
Backpack (8 @ 52.5 lbs) <In: Portable hole (1 @ 2 lbs)> 2 lbs
Belt of physical perfection +4 1 lb
Belt pouch (41 @ 22 lbs) 0.5 lbs
Blanket <In: Backpack (8 @ 52.5 lbs)> 1 lb
Boots of elvenkind 1 lb
Bracers of armor +4 1 lb
Carpet of flying I <In: Backpack (8 @ 52.5 lbs)> 8 lbs
Chalice of Ozem (1/day) <In: Belt pouch (41 @ 22 lbs)> 1 lb
Cloak of resistance +4 1 lb
Dust of disappearance <In: Belt pouch (41 @ 22 lbs)> -
Dust of dryness <In: Belt pouch (41 @ 22 lbs)> -
Gold Orb -
Headband of inspired wisdom +6 1 lb
Holy water x12 <In: Belt pouch (41 @ 22 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 (41 @ 22 lbs)> 2 lbs
Masterwork cold iron shuriken x50 0.1 lbs
Monk's outfit (Free) -
Monk's robe 1 lb

Validation Report

Validation Report (0 issues): Nothing identified

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

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Gear

Total Weight Carried: 62/2080 lbs, Light Load (Light: 692 lbs, Medium: 1384 lbs, Heavy: 2080 lbs)

Portable hole (1 @ 54.5 lbs) -
Potion of cure light wounds x5 <In: Belt pouch (41 @ 22 lbs)> -
Potion of cure moderate wounds x2 <In: Belt pouch (41 @ 22 lbs)> -
Potion of cure serious wounds x5 <In: Belt pouch (41 @ 22 lbs)> -
Potion of darkvision <In: Belt pouch (41 @ 22 lbs)> -
Potion of lesser restoration <In: Belt pouch (41 @ 22 lbs)> -
Prayer wheel of ethical strength (good) <In: 3 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 @ 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 (41 @ 22 lbs)> 1 lb
Wand of bless weapon (18 charges) <In: Belt pouch (41 @ 22 lbs)> -
Wand of cure moderate wounds <In: Belt pouch (41 @ 22 lbs)> -
Wand of dispel magic <In: Belt pouch (41 @ 22 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)
Destroyer (Ex)
Fast Movement (+10 ft.)
Fleet Charge (Ex)
Fleet Warrior (Ex)
Flurry of Blows +14/+14/+9/+4/-1 (Ex)
Force of Will (Ex)
Greater Sweeping Smite (Ex)
Hard to Kill (Ex)
Immortal (Su)
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 (9d6 hit points, 3/day) (Su)
Maneuver Expert (Ex)
Maneuver Training (Ex)
Mythic Power (21/day, Surge +1d10)
Mythic Saving Throws (Ex)
Mythic Sustenance (Su)
One Finger (Su)
Perfect Opening (Ex)
Punishing Blow (Ex)
Recuperation (Ex)

Special Abilities

Shatter Spells (Su)
Shield the Weak (5 allies)
Skill Mastery (Acrobatics, Perception, Know (Planes))
Smite Chaos (Su)
Smite Evil (3/day) (Su)
Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex)
Surge (1d10) (Su)
Titan's Rage (9 rounds) (Su)
[N/A] Transformative
Unarmed Strike (2d8)
Uncanny Grapple (Ex)
Unstoppable (Ex)
Valiant Stand +4 (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) ☐☐☐
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 (13/day) (Su) ☐☐☐☐☐☐☐☐☐☐
Lay on Hands (9d6 hit points, 3/day) (Su) ☐☐☐
Liquid ice ☐
Masterwork cold iron shuriken ☐☐☐☐☐☐☐☐☐☐
Mythic Power (21/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 ☐

Tracked Resources

Resilient Sphere (2/day)	<div><div></div><div></div></div>
Ring of adept maneuvers (2 charges)	<div><div></div><div></div></div>
Smite Evil (3/day) (Su)	<div><div></div><div></div><div></div></div>
Stunning Fist (8/day, DC 27)	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Summon Monster V (babau only, 1/day)	<div><div></div></div>
Wand of cure moderate wounds	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>
Wand of dispel magic	<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>

Languages

Abyssal Common	Tien
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Spells & Powers

Paladin spells memorized (CL 0th; concentration +2)
Melee Touch +24/+19/+14 **Ranged Touch** +18/+13/+8

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)
- **Champions of Purity** - Worldwound Walker (feat)
- **Cheliah, 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 (equipment); 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); Improved Grapple (feat); Maneuver Expert (special ability); Mythic Sustenance (special ability); Power Attack (feat); Punishing Blow (special ability); 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)

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)	+11	=	+5	+3		+3	
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 23	=	+4		+3	+1	+4		+1

Touch AC 15	Flat-Footed AC 19
	BAB Strength Size Misc

CM Bonus +8	=	+7	+1	-1	-
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CM Defense	21	=	10	BAB	Strength	Dexterity	Size
				+7	+1	+3	-1

Base Attack	+7	HP	59
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Initiative	+7	Damage / Current HP
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Speed	30 / 80 ft
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Bite (Agathion, Vulpinal)

Main hand: **+12, 1d4+1** Crit: x2
Light, B/P/S

Claw x2 (Agathion, Vulpinal)

Main hand: **+12, 1d3+1** Crit: x2
Light, B/S

Unarmed strike

Main hand: **+12/+12/+7, 1d2+1** Crit: x2
nonlethal Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (3)	7	
Speed greater/less than 30 ft. : +28 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

Weapon Finesse

Gear

**Total Weight Carried: 1/97.5 lbs, Light Load
(Light: 32.25 lbs, Medium: 64.5 lbs, Heavy: 97.5 lbs)**

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"/>
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Languages

Celestial	Infernal
Common	Tien
Draconic	

Sourcebooks Used

- **Bestiary 2 / The Great Beyond** - Agathion, Vulpinal (race)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)

Experience & Wealth

Current Cash: **You have no money!**

Malika (Angel, Astral Deva)

Male astral deva angel - CL15 - CR 14

Neutral Good Outsider (Angel, Extraplanar, Good)

Ability	Score	Modifier	Temporary
STR STRENGTH	26	+8	
DEX DEXTERITY	19	+4	
CON CONSTITUTION	21	+5	
INT INTELLIGENCE	18	+4	
WIS WISDOM	18	+4	
CHA CHARISMA	23	+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+20	=	+9	+5	+4	+2	
	Poison Resistance: +4 vs. poison						
REFLEX (DEXTERITY)	+18	=	+9	+4	+4	+1	
	Poison Resistance: +4 vs. poison						
WILL (WISDOM)	+15	=	+5	+4	+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 (25)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 34	=		+4		+15	+4	+1	

Touch AC 19	Flat-Footed AC 29
	BAB Strength Size Misc

CM Bonus +24	=	+15	+8	-	-
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CM Defense	42	=	10	BAB	Strength	Dexterity	Size
				+15	+8	+4	-

Base Attack	+15	HP	172
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Initiative	+8	Damage / Current HP
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Speed	50 / 100 ft
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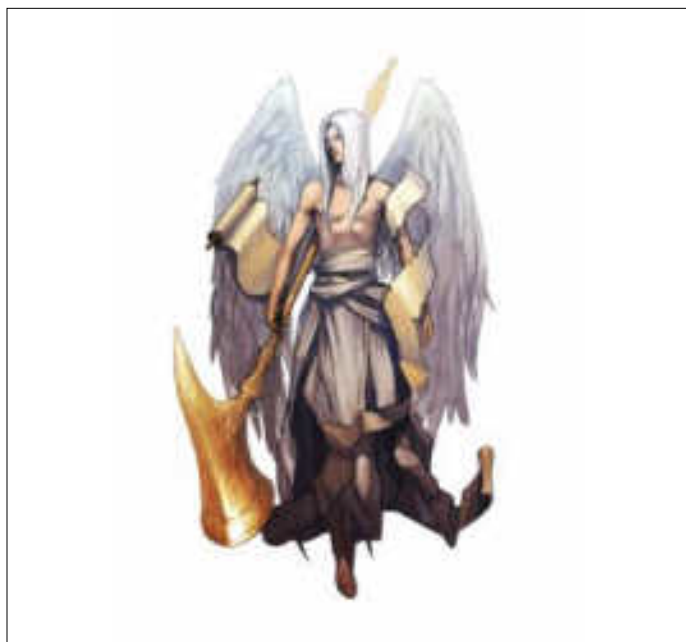
+2 Disrupting Warhammer

Main hand: **+27/+27/+22/+17, 1d8+10** Crit: x3
plus stun 1-hand, B

Both hands: **+27/+27/+22/+17, 1d8+14**
plus stun

Slam (Angel, Astral Deva)

Main hand: **+19, 1d8+4** Crit: x2
Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+22	DEX (4)	15	
Speed greater/less than 30 ft. : +28 to jump				
Appraise	+4	INT (4)	-	
Bluff	+6	CHA (6)	-	
Climb	+8	STR (8)	-	
Craft (Enter Choice)	+20	INT (4)	15	
Diplomacy	+24	CHA (6)	15	
Disguise	+6	CHA (6)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+26	DEX (4)	15	
Heal	+4	WIS (4)	-	
Intimidate	+24	CHA (6)	15	
Knowledge (planes)	+22	INT (4)	15	
Knowledge (religion)	+19	INT (4)	15	
Perception	+26	WIS (4)	15	
Ride	+4	DEX (4)	-	
Sense Motive	+26	WIS (4)	15	
Stealth	+22	DEX (4)	15	
Survival	+4	WIS (4)	-	
Swim	+8	STR (8)	-	

Feats

Alertness
Cleave
Great Fortitude
Improved Initiative
Iron Will
Martial Weapon Proficiency - All
Power Attack -4/+8
Simple Weapon Proficiency - All
Toughness

Feats

Weapon Focus (Warhammer)

Sword of the planes

Main hand: **+25/+25/+20/+15, 1d8+9** Crit: 19-20/x2
Both hands: **+25/+25/+20/+15, 1d8+13** 1-hand, S

Unarmed strike

Main hand: **+24/+24/+19/+14, 1d3+8 nonlethal** Crit: x2
Light, B, Nonlethal

Gear

Total Weight Carried: 9/920 lbs, Light Load

(Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)

+2 Disrupting Warhammer 5 lbs
Sword of the planes 4 lbs

Special Abilities

Change Shape (*alter self*) (Su)
Darkvision (60 feet)
Disruption (DC 14)
Flight (150 feet, Good)
Low-Light Vision
Protective Aura +4 (20 feet) (Su)
Stun (DC 25) (Su)
Truespeech (Su)
Uncanny Dodge (Ex)

Spell-Like Abilities

Aid (At will)
Blade Barrier (1/day) ☐
Continual Flame (At will)
Cure Light Wounds (7/day) ☐☐☐☐☐☐
Detect Evil (At will)
Discern Lies (At will)
Dispel Evil (At will)
Dispel Magic (At will)
Heal (1/day) ☐
Holy Aura (At will)
Holy Smite (At will)
Holy Word (At will)
Invisibility (self only, At will)
Plane Shift (At will)
Remove Curse (At will)
Remove Disease (At will)
Remove Fear (At will)
See Invisibility (7/day) ☐☐☐☐☐☐

Languages

Celestial
Draconic
Infernal

Sourcebooks Used

• **Bestiary** - Angel, Astral Deva (race)

Experience & Wealth

Current Cash: **You have no money!**

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/+6	
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)	+16	=	+5	+4	+4	+3	
	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 37	=		+4	-1	+19	+4	+1	

Touch AC 18	Flat-Footed AC 32
	BAB Strength Size Misc

CM Bonus +20	=	+17	+6	+1	-
+22 Sundering					

CM Defense	43	=	10	BAB	Strength	Dexterity	Size
				+17	+6	+4	+1
45 vs. Sunder							

Base Attack	+17	HP	229
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Initiative	+8	Damage / Current HP
Speed	30 / 80 ft	

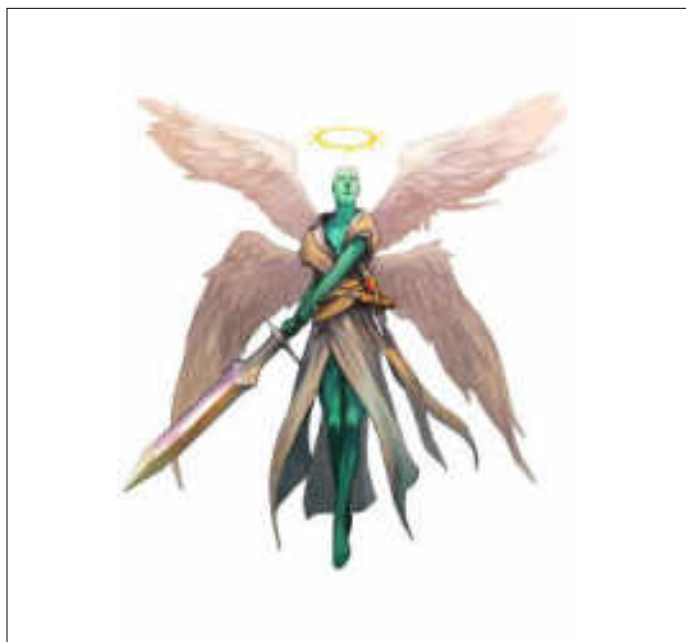
+3 Holy Greatsword

Both hands: **+21/+21/+16/+11/+6**, Crit: 19-20/x2
3d6+27 plus 2d6 vs. evil 2-hand, S
Slam (Angel, Planetar)

Main hand: **+13, 2d8+13** Crit: x2
 Light, B

Unarmed strike

Main hand: **+18/+18/+13/+8/+3**, Crit: x2
1d4+16 nonlethal Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+24	DEX (4)	17	
Speed greater/less than 30 ft. : +20 to jump				
Appraise	+6	INT (6)	-	
Bluff	+7	CHA (7)	-	
Climb	+6	STR (6)	-	
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	+6	STR (6)	-	

Feats

Blind-Fight
 Cleave
 Great Fortitude
 Improved Initiative
 Improved Sunder
 Iron Will
 Lightning Reflexes
 Martial Weapon Proficiency - All

Feats

Power Attack -5/+10
Simple Weapon Proficiency - All
Toughness

Gear

Total Weight Carried: 16/2080 lbs, Light Load (Light: 692 lbs, Medium: 1386 lbs, Heavy: 2080 lbs)

+3 Holy Greatsword 16 lbs

Special Abilities

Change Shape (*alter self*) (Su)
Darkvision (60 feet)
Flight (140 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)	
Earthquake (1/day)	<input type="checkbox"/>
Flame Strike (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Holy Smite (At will)	
Invisibility (self only, At will)	
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)	
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
Draconic

Infernal

Experience & Wealth

Current Cash: **You have no money!**

Spells & Powers

Cleric spells memorized (CL 16th; concentration +23)
Melee Touch +18/+13/+8/+3 **Ranged Touch** +21/+16/+11/+6
8th—*earthquake, fire storm* (DC 25)
7th—*holy word* (DC 24), *regenerate* (2)
6th—*banishment* (DC 23), *greater dispel magic*, *heal*, *mass inflict moderate wounds* (DC 23)
5th—*break enchantment, dispel evil* (2), *plane shift* (DC 22), *righteous might*
4th—*death ward, dismissal* (DC 21), *neutralize poison*, *summon monster IV*
3rd—*cure serious wounds* (2), *daylight, invisibility*, *purge, summon monster III*, *wind wall*
2nd—*align weapon* (2), *bear's endurance* (2), *cure moderate wounds* (2), *eagle's splendor*
1st—*bles* (2), *cure light wounds* (4), *shield of faith*
0th (at will)—*detect magic, purify food and drink* (DC 17), *stabilize, virtue*

Sourcebooks Used

• **Bestiary** - Angel, Planatar (race)