

## Antonius (An Tung)

Male human (Tian-Shu) champion of iori 8/monk (monk of the sacred mountain) 5/paladin 2/Champion 9 - CL15 - CR 18

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

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>28/32</b>	<b>+9/+11</b>	
<b>DEX</b> DEXTERITY	<b>16/20</b>	<b>+3/+5</b>	
<b>CON</b> CONSTITUTION	<b>12/16</b>	<b>+1/+3</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14/20</b>	<b>+2/+5</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

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

BAB Strength Dexterity Size

**CM Defense** **61 =** **10** **+13** **+11** **+5** **-**

67 vs. Grapple; 61 vs. Sunder (Stonefist gloves: +4 to sunder with stonefist gloves)

**Base Attack** **+13** **HP** **197**

Demon Hunter: +2 morale bonus against demons

Damage / Current HP

### Initiative

**+15**

### Speed

**30 / 40 ft**



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

Skills				
Skill Name	Total	Ability	Ranks	Temp
■ Stealth	<b>+15</b>	DEX (5)	7	
Survival	<b>+6</b>	WIS (5)	1	
■ Swim	<b>+15</b>	STR (11)	1	
Use Magic Device	<b>+3</b>	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: <b>+25/+20/+15,</b>		Crit: 19-20/x2		
<b>1d10+35+4 flurry</b>		2-hand, B,		

Flurry:				
<b>+26/+26/+21/+21/+16/+11,</b>				

<b>1d10+30+4 flurry</b>				
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Demon Hunter: +2 morale bonus against demons

+1 returning throwing axe				
Main hand: <b>+25/+20/+15, 1d6+24</b>		Crit: x2		
Ranged: <b>+19/+14/+9, 1d6+12</b>		Rng: 10'		

Demon Hunter: +2 morale bonus against demons

+4 holy speed glaive				
Both hands: <b>+28/+28/+23/+18,</b>		Crit: x3		
<b>1d10+38 plus 2d6 vs. evil</b>		2-hand, S, Reach		

Demon Hunter: +2 morale bonus against demons

Experience & Wealth				
Experience Points: <b>635000/890000</b>				
Current Cash: <b>52,964 gp, 5 sp, 5 cp</b>				

Masterwork cold iron shuriken				
Ranged: <b>+19/+14/+9, 1d2+11</b>		Crit: x2		
Ranged Flurry:		Rng: 10'		
<b>+20/+20/+15/+15/+10/+5,</b>		Light, P, Monk		
<b>1d2+11</b>				

Soulshear				
Both hands: <b>+26/+21/+16,</b>		Crit: x3		
<b>1d10+36</b>		2-hand, S, Reach		

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

Flurry: <b>+28/+28/+23/+23/+18/+13,</b>				
<b>3d8+26 plus 1d4 bleed plus</b>				
<b>2d6 vs. Evil Outsider+3</b>				
Demon Hunter: +2 morale bonus against demons				

Gear				
<b>Total Weight Carried: 62/2080 lbs, Light Load</b>				
<b>(Light: 692 lbs, Medium: 1384 lbs, Heavy: 2080 lbs)</b>				
+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		-		
+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		
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	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				
<b>Validation Report (0 issues):</b>	Nothing identified			
<b>Adjustments Active:</b>	Hit Points: +5; Skill Bonus: +2 Acrobatics			

Gear		Special Abilities	
<b>Total Weight Carried: 62/2080 lbs, Light Load (Light: 692 lbs, Medium: 1384 lbs, Heavy: 2080 lbs)</b>			
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: Backpack (8 @ 52.5 lbs)		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 (41 @ 22 lbs)			
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		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)			
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)			
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	



## 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)
- **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 (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); Soulshear (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
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	17	+3	
<b>INT</b> INTELLIGENCE	19	+4	
<b>WIS</b> WISDOM	15	+2	
<b>CHA</b> 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 -

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

Base Attack +7 HP 59

Initiative +7 Damage / Current HP

Speed 30 / 80 ft

### 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
<b>Acrobatics</b>	<b>+10</b>	DEX (3)	7	
	Speed greater/less than 30 ft. : +28 to jump			
<b>Appraise</b>	<b>+4</b>	INT (4)	-	
<b>Bluff</b>	<b>+13</b>	CHA (3)	7	
<b>Climb</b>	<b>+1</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+3</b>	CHA (3)	-	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+5</b>	DEX (3)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (arcana)</b>	<b>+21</b>	INT (4)	7	
<b>Knowledge (Enter Choice)</b>	<b>+21</b>	INT (4)	7	
<b>Knowledge (planes)</b>	<b>+21</b>	INT (4)	7	
<b>Perception</b>	<b>+12</b>	WIS (2)	7	
<sup>T</sup> Perform (wind instruments)	<b>+12</b>	CHA (3)	7	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Spellcraft</b>	<b>+14</b>	INT (4)	7	
<b>Stealth</b>	<b>+17</b>	DEX (3)	7	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+1</b>	STR (1)	-	
<b>Use Magic Device</b>	<b>+10</b>	CHA (3)	7	

### Feats

Combat Reflexes (4 AoO/round)  
Improved Initiative  
Lightning Reflexes  
Martial Weapon Proficiency - All  
Simple Weapon Proficiency - All

Feats	Experience & Wealth
Weapon Finesse	Current Cash: You have no money!
<b>Gear</b>	
<b>Total Weight Carried: 1/97.5 lbs, Light Load (Light: 32.25 lbs, Medium: 64.5 lbs, Heavy: 97.5 lbs)</b>	
Musical instrument, masterwork: Flute	0.75 lbs
<b>Special Abilities</b>	
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)	
<b>Spell-Like Abilities</b>	
Charm Monster (3/day)	□□□
Detect Evil (Constant)	
Dimension Door (self plus 50 lbs. of objects only, 3/day)	□□□
Dispel Evil (3/day)	□□□
Flame Arrow (3/day)	□□□
Holy Smite (3/day)	□□□
Invisibility (self only, At will)	
Mage Armor (Constant)	
Major Image (1/day)	□
Remove Disease (3/day)	□□□
Speak with Animals (Constant)	
<b>Tracked Resources</b>	
Lay on Hands (3d6, 6/day) (Su)	□□□□□□
<b>Languages</b>	
Celestial	Infernal
Common	Tien
Draconic	
<b>Sourcebooks Used</b>	
<ul style="list-style-type: none"> <li>• <b>Bestiary 2 / The Great Beyond</b> - Agathion, Vulpinal (race)</li> <li>• <b>Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide</b> - Tien (language)</li> </ul>	

## Malika (Angel, Astral Deva)

Male astral deva angel - CL15 - CR 14

Neutral Good Outsider (Angel, Extraplanar, Good)

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

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
<b>AC</b> 34			<b>+4</b>		<b>+15</b>	<b>+4</b>	<b>+1</b>	

<b>Touch AC</b> 19	<b>Flat-Footed AC</b> 29	BAB	Strength	Size	Misc
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<b>CM Bonus</b> +24	<b>+15</b>	<b>+8</b>	-	-
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<b>CM Defense</b> 42	<b>= 10</b>	<b>+15</b>	<b>+8</b>	<b>+4</b>	-
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<b>Base Attack</b>	<b>+15</b>	<b>HP</b> 172	
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Damage / Current HP

<b>Initiative</b>	<b>+8</b>	
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<b>Speed</b>	<b>50 / 100 ft</b>	
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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

<b>Acrobatics</b>	<b>+22</b>	DEX (4)	15
Speed greater/less than 30 ft. : +28 to jump			
<b>Appraise</b>	<b>+4</b>	INT (4)	-
<b>Bluff</b>	<b>+6</b>	CHA (6)	-
<b>Climb</b>	<b>+8</b>	STR (8)	-
<b>Craft (Enter Choice)</b>	<b>+20</b>	INT (4)	15
<b>Diplomacy</b>	<b>+24</b>	CHA (6)	15
<b>Disguise</b>	<b>+6</b>	CHA (6)	-
<b>Escape Artist</b>	<b>+4</b>	DEX (4)	-
<b>Fly</b>	<b>+26</b>	DEX (4)	15
<b>Heal</b>	<b>+4</b>	WIS (4)	-
<b>Intimidate</b>	<b>+24</b>	CHA (6)	15
<b>Knowledge (planes)</b>	<b>+22</b>	INT (4)	15
<b>Knowledge (religion)</b>	<b>+19</b>	INT (4)	15
<b>Perception</b>	<b>+26</b>	WIS (4)	15
<b>Ride</b>	<b>+4</b>	DEX (4)	-
<b>Sense Motive</b>	<b>+26</b>	WIS (4)	15
<b>Stealth</b>	<b>+22</b>	DEX (4)	15
<b>Survival</b>	<b>+4</b>	WIS (4)	-
<b>Swim</b>	<b>+8</b>	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** Crit: x2

Nonlethal

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

Infernal

Draconic

## 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
<b>STR</b> STRENGTH	<b>27</b>	<b>+8/+6</b>	
<b>DEX</b> DEXTERITY	<b>19</b>	<b>+4</b>	
<b>CON</b> CONSTITUTION	<b>24</b>	<b>+7</b>	
<b>INT</b> INTELLIGENCE	<b>22</b>	<b>+6</b>	
<b>WIS</b> WISDOM	<b>25</b>	<b>+7</b>	
<b>CHA</b> CHARISMA	<b>24</b>	<b>+7</b>	

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
<b>AC</b> <b>37</b>	<b>=</b>	<b> </b>	<b>+4</b>	<b>-1</b>	<b>+19</b>	<b>+4</b>	<b>+1</b>	<b> </b>

<b>Touch AC</b>	<b>18</b>	<b>Flat-Footed AC</b>	<b>32</b>
		BAB	Strength
		Size	Misc

<b>CM Bonus</b>	<b>+20</b>	<b>=</b>	<b>+17</b>	<b>+6</b>	<b>+1</b>	<b>-</b>
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+22 Sundering

<b>CM Defense</b>	<b>43</b>	<b>=</b>	<b>10</b>	<b>+17</b>	<b>+6</b>	<b>+4</b>	<b>+1</b>
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45 vs. Sunder

<b>Base Attack</b>	<b>+17</b>	<b>HP</b>	<b>229</b>
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Damage / Current HP

<b>Initiative</b>	<b>+8</b>	
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<b>Speed</b>	<b>30 / 80 ft</b>	
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**+3 Holy Greatsword**

Both hands: **+21/+21/+16/+11/+6**, Crit: 19-20/x2

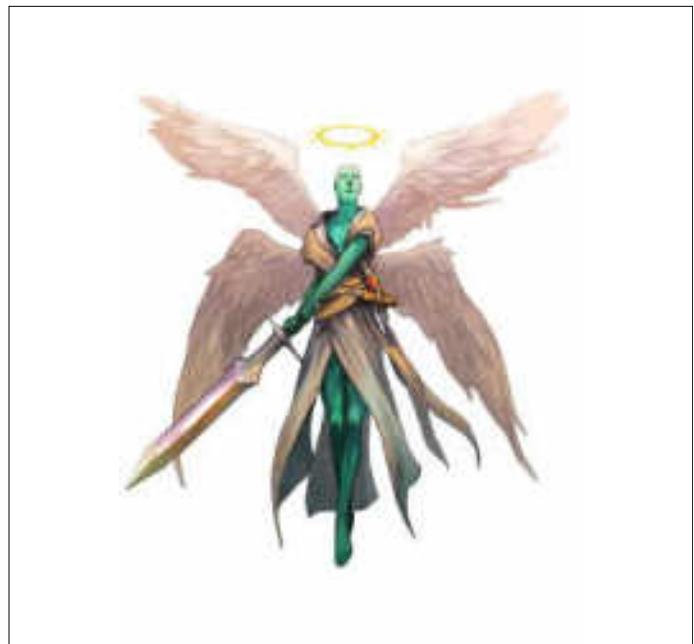
**3d6+27 plus 2d6 vs. evil**

**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
<b>Acrobatics</b>	<b>+24</b>	DEX (4)	17	
Speed greater/less than 30 ft. : +20 to jump				
<b>Appraise</b>	<b>+6</b>	INT (6)	-	
<b>Bluff</b>	<b>+7</b>	CHA (7)	-	
<b>Climb</b>	<b>+6</b>	STR (6)	-	
<b>Craft (any one)</b>	<b>+26</b>	INT (6)	17	
<b>Diplomacy</b>	<b>+27</b>	CHA (7)	17	
<b>Disguise</b>	<b>+7</b>	CHA (7)	-	
<b>Escape Artist</b>	<b>+4</b>	DEX (4)	-	
<b>Fly</b>	<b>+26</b>	DEX (4)	17	
<b>Heal</b>	<b>+24</b>	WIS (7)	17	
<b>Intimidate</b>	<b>+27</b>	CHA (7)	17	
<b>Knowledge (history)</b>	<b>+23</b>	INT (6)	17	
<b>Knowledge (planes)</b>	<b>+26</b>	INT (6)	17	
<b>Knowledge (religion)</b>	<b>+26</b>	INT (6)	17	
<b>Perception</b>	<b>+27</b>	WIS (7)	17	
<b>Ride</b>	<b>+4</b>	DEX (4)	-	
<b>Sense Motive</b>	<b>+27</b>	WIS (7)	17	
<b>Stealth</b>	<b>+20</b>	DEX (4)	17	
<b>Survival</b>	<b>+7</b>	WIS (7)	-	
<b>Swim</b>	<b>+6</b>	STR (6)	-	

## Feats

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

Feats		Experience & Wealth	
Power Attack -5/+10		Current Cash: You have no money!	
Simple Weapon Proficiency - All			
Toughness			
Gear		Spells & Powers	
<b>Total Weight Carried: 16/2080 lbs, Light Load (Light: 692 lbs, Medium: 1386 lbs, Heavy: 2080 lbs)</b>		<b>Cleric spells memorized</b> (CL 16th; concentration +23)	
+3 Holy Greatsword	16 lbs	<b>Melee Touch</b> +18/+13/+8/+3 <b>Ranged Touch</b> +21/+16/+11/+6	
Special Abilities		<b>8th</b> —earthquake, fire storm (DC 25) <b>7th</b> —holy word (DC 24), regenerate (2) <b>6th</b> —banishment (DC 23), greater dispel magic, heal, mass inflict moderate wounds (DC 23) <b>5th</b> —break enchantment, dispel evil (2), plane shift (DC 22), righteous might <b>4th</b> —death ward, dismissal (DC 21), neutralize poison, summon monster IV <b>3rd</b> —cure serious wounds (2), daylight, invisibility purge, summon monster III, wind wall <b>2nd</b> —align weapon (2), bear's endurance (2), cure moderate wounds (2), eagle's splendor <b>1st</b> —bless (2), cure light wounds (4), shield of faith <b>0th (at will)</b> —detect magic, purify food and drink (DC 17), stabilize, virtue	
Spell-Like Abilities		Sourcebooks Used	
Blade Barrier (3/day)	□□□	• <b>Bestiary</b> - Angel, Planetar (race)	
Charm Monster, Mass (1/day)	□		
Continual Flame (At will)			
Detect Evil (Constant)			
Detect Snares and Pits (Constant)			
Discern Lies (Constant)			
Dispel Magic (At will)	□		
Earthquake (1/day)			
Flame Strike (3/day)	□□□		
Holy Smite (At will)			
Invisibility (self only, At will)			
Power Word Stun (3/day)	□□□		
Raise Dead (3/day)	□□□		
Remove Curse (At will)			
Remove Disease (At will)			
Remove Fear (At will)			
Restoration, Greater (1/day)	□		
Restoration, Lesser (At will)			
Speak with Dead (At will)			
True Seeing (Constant)			
Waves of Exhaustion (1/day)	□		
Waves of Fatigue (3/day)	□□□		
Languages			
Celestial	Infernal		
Draconic			