

## Antonius (An Tung)

Male Human (Tian-Shu) Monk (Monk of the Sacred Mountain) 1/Paladin 1 - CL2 - CR 1  
 Lawful Good Humanoid (Human); Deity: Irori; Age: 18;  
 Height: 5' 4"; Weight: 140lb.; Eyes: Brown; Hair: Black  
 Buzzcut; Skin: Yellow



Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	19	+4	
<b>DEX</b> DEXTERITY	13	+1	
<b>CON</b> CONSTITUTION	11	0	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+6	=	+4			+2	
<b>REFLEX</b> (DEXTERITY)	+3	=	+2	+1			
<b>WILL</b> (WISDOM)	+6	=	+4	+2			
Total		Armor	Shield	Dex	Size	Natur	Deflec Dodge Misc
<b>AC</b> 15	=	+4		+1			
<b>Touch AC</b>	11						
<b>CM Bonus</b>	+4	=	+1	+4	-	-	
+6 Grappling							
		BAB	Strength	Dexterity	Size		
<b>CM Defense</b>	16	= 10	+1	+4	+1	-	
18 vs. Grapple							
<b>Base Attack</b>		+1		HP	16		
<b>Initiative</b>		+1					
<b>Speed</b>		30 ft					

### Cestus

Main hand: +4, 1d4+6 Crit: 19-20/x2  
 Flurry: +3/+3, 1d4+6 Light, B/P, Monk

### Cold Iron sansetsukon

Both hands: +4, 1d10+9 Crit: 19-20/x2  
 Flurry: +3/+3, 1d10+7 2-hand, B,

### Longbow

Ranged, both hands: +2, 1d8 Crit: x3  
 Rng: 100'  
 2-hand, P

### Throwing axe

Main hand: +4, 1d6+6 Crit: x2  
 Rng: 10'  
 Light, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+4	DEX (1)	1	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	+7	STR (4)	1	
<b>Diplomacy</b>	+6	CHA (2)	1	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	+0	DEX (1)	-	
<b>Fly</b>	+0	DEX (1)	-	
<b>Heal</b>	+2	WIS (2)	-	
<b>Intimidate</b>	+2	CHA (2)	-	
<b>Knowledge (nobility)</b>	+4	INT (0)	1	
<b>Knowledge (religion)</b>	+4	INT (0)	1	
<b>Perception</b>	+2	WIS (2)	-	
<b>Ride</b>	+0	DEX (1)	-	
<b>Sense Motive</b>	+6	WIS (2)	1	
<b>Stealth</b>	+4	DEX (1)	1	
<b>Survival</b>	+2	WIS (2)	-	
<b>Swim</b>	+7	STR (4)	1	

### Feats

Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Improved Grapple  
 Improved Unarmed Strike  
 Martial Weapon Proficiency - All  
 Monk Weapon Proficiencies  
 Power Attack -1/+2  
 Shield Proficiency  
 Simple Weapon Proficiency - All

## Feats

Stunning Fist (1/day, DC 13)  
Weapon Focus (Unarmed strike)

## Traits

Quain Martial Artist  
Stolen Fury

### Unarmed strike

Main hand: **+5, 1d6+7**  
Flurry: **+4/+4, 1d6+7**

Crit: x2  
Light, B

### Masterwork chain shirt

**+4**

Max Dex: +4, Armor Check: -1  
Spell Fail: 20%, Light

## Gear

**Total Weight Carried: 81/350lbs, Light Load**  
**(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)**

Alchemist's fire x2	<In: Belt pouch (7 @ 5 lbs)>	1 lb
Backpack (10 @ 45.5 lbs)		2 lbs
Belt pouch (7 @ 5 lbs)		0.5 lbs
Blanket <In: Backpack (10 @ 45.5 lbs)>		1 lb
Cestus <In: Belt pouch (7 @ 5 lbs)>		1 lb
Cold Iron sansetsukon		3 lbs
Longbow <In: Backpack (10 @ 45.5 lbs)>		3 lbs
Masterwork chain shirt		25 lbs
Monk's outfit (Free)		-
Potion of cure light wounds x2	<In: Belt pouch (7 @ 5 lbs)>	-
Soap <In: Backpack (10 @ 45.5 lbs)>		0.5 lbs
Spelunking kit <In: Backpack (10 @ 45.5 lbs)>		32 lbs
Terendelev's scales (Sacred Weaponry) <In: Belt pouch (7 @ 5 lbs)>		-
Throwing axe <In: Belt pouch (7 @ 5 lbs)>		2 lbs
Trail rations x5 <In: Backpack (10 @ 45.5 lbs)>		1 lb
Unbinding the Fetters		-
Waterskin <In: Backpack (10 @ 45.5 lbs)>		4 lbs

## Special Abilities

Aura of Good (Ex)  
Flurry of Blows +0/+0 (Ex)  
Smite Evil (1/day) (Su)  
Stunning Fist (Stun) (Ex)  
Unarmed Strike (1d6)

## Spell-Like Abilities

Detect Evil (At will) (Sp)

## Tracked Resources

Alchemist's fire	<input type="checkbox"/>	<input type="checkbox"/>
Align Weapon (good/law only, can affect nat weapons, 3/day)	<input type="checkbox"/>	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>	<input type="checkbox"/>
Smite Evil (1/day) (Su)	<input type="checkbox"/>	
Stunning Fist (1/day, DC 13)	<input type="checkbox"/>	
Throwing axe	<input type="checkbox"/>	
Trail rations	<input type="checkbox"/>	<input type="checkbox"/>

## Experience & Wealth

Experience Points: **2000/5000**  
Current Cash: **42 gp**

## Languages

Common Tien

## Spells & Powers

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

## Background

An Tung was a youthful temple guard apprentice in Tianjing. He was given up to the temple at a young age as is traditional, to serve and guard it for his entire life. He still bears the temple guardian tattoos applied at age 6.

He was captured by a cult and made part of an evil ritual. Varian Jeggare, the Chelaxian count, came across this during his travels in Tian Xia and freed the boy; he swore to serve the Count until he was a man. He ended up back in Cheliax guarding the often-absent Count's holdings. 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 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 the Irorium in Absalom and came across the Tempering Hall, and the lomedearns told him about the Crusade and he came on out.

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.