

## Antonius (An Tung)

Male human (tian-shu) monk (monk of the sacred mountain) 3/paladin 2/Champion 1 - CL5 - CR 5  
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	<b>20</b>	<b>+5</b>	
<b>DEX</b> DEXTERITY	<b>13</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>11</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+10</b>	<b>=</b>	<b>+6</b>		<b>+4</b>		
Still Mind : +2 vs. enchantments, <b>Righteous medal of clarity</b> : +2 sacred bonus vs. insanity or confusion effects, <b>Righteous medal of vigor</b> : +2 sacred bonus vs. death effects							

<b>REFLEX</b> (DEXTERITY)	<b>+6</b>	<b>=</b>	<b>+3</b>	<b>+1</b>		<b>+2</b>	
Still Mind : +2 vs. enchantments, <b>Righteous medal of clarity</b> : +2 sacred bonus vs. insanity or confusion effects, <b>Righteous medal of vigor</b> : +2 sacred bonus vs. death effects							

<b>WILL</b> (WISDOM)	<b>+10</b>	<b>=</b>	<b>+6</b>	<b>+2</b>		<b>+2</b>	
Still Mind : +2 vs. enchantments, <b>Righteous medal of clarity</b> : +2 sacred bonus vs. insanity or confusion effects, <b>Righteous medal of vigor</b> : +2 sacred bonus vs. death effects							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>18</b>	<b>=</b>	<b>+4</b>		<b>+1</b>		<b>+1</b>	<b>+1</b>	

<b>Touch AC</b>	<b>13</b>	<b>Flat-Footed AC</b>	<b>16</b>	
		BAB	Strength	Size
				Misc

<b>CM Bonus</b> <b>+8</b>	<b>=</b>	<b>+4</b>	<b>+5</b>	-	-
+10 Grappling					

CM Defense	24	=	10	BAB	Strength	Dexterity	Size
				<b>+4</b>	<b>+5</b>	<b>+1</b>	-
26 vs. Grapple							

<b>Base Attack</b>	<b>+4</b>	<b>HP</b>	<b>46</b>
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<b>Initiative</b>	<b>+1</b>	Damage / Current HP
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<b>Speed</b>	<b>30 ft</b>
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### Cestus

Main hand: **+7, 1d4+11** Crit: 19-20/x2  
Flurry: **+6/+6, 1d4+11** Light, B/P, Monk

### Cold Iron sansetsukon

Both hands: **+7, 1d10+16** Crit: 19-20/x2  
Flurry: **+6/+6, 1d10+14** 2-hand, B,



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+8</b>	DEX (1)	3	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+2</b>	CHA (2)	-	
<b>Climb</b>	<b>+8</b>	STR (5)	1	
<b>Diplomacy</b>	<b>+6</b>	CHA (2)	1	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>+4</b>	DEX (1)	1	
<b>Fly</b>	<b>+0</b>	DEX (1)	-	
<b>Heal</b>	<b>+6</b>	WIS (2)	1	
<b>Intimidate</b>	<b>+6</b>	CHA (2)	1	
<b>Knowledge (history)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (nobility)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (planes)</b>	<b>+3</b>	INT (0)	3	
<b>Knowledge (religion)</b>	<b>+4</b>	INT (0)	1	
<b>Perception</b>	<b>+8</b>	WIS (2)	3	
<b>Ride</b>	<b>+0</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+6</b>	WIS (2)	1	
<b>Spellcraft</b>	<b>+4</b>	INT (0)	1	
<b>Stealth</b>	<b>+4</b>	DEX (1)	1	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+8</b>	STR (5)	1	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Belier's Bite  
Dodge  
Improved Grapple

## Feats

Improved Unarmed Strike  
 Martial Weapon Proficiency - All  
 Monk Weapon Proficiencies  
 Power Attack -2/+6  
 Power Attack [Mythic]  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Stunning Fist (3/day, DC 15)  
 Stunning Fist Adept  
 Toughness  
 Weapon Focus (Unarmed strike)

## Traits

Quain Martial Artist  
 Stolen Fury

## Longbow

Ranged, both hands: **+5, 1d8** Crit: x3  
 Rng: 100'  
 2-hand, P

## Throwing axe

Main hand: **+7, 1d6+11** Crit: x2  
 Rng: 10'  
 Ranged: **+5, 1d6+5** Light, S

## Unarmed strike

Main hand: **+8, 1d6+12+1d4 bleed** Crit: x2  
 Flurry: **+7/+7, 1d6+12+1d4 bleed** Light, B

## Masterwork chain shirt

**+4**

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

## Gear

**Total Weight Carried: 86/400lbs, Light Load**  
**(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

Alchemist's fire x2 <In: Belt pouch (10 @ 5 lbs)> 1 lb  
 Backpack (10 @ 45.5 lbs) 2 lbs  
 Belt pouch (10 @ 5 lbs) 0.5 lbs  
 Blanket <In: Backpack (10 @ 45.5 lbs)> 1 lb  
 Cestus <In: Belt pouch (10 @ 5 lbs)> 1 lb  
 Cold Iron sansetsukon 3 lbs  
 ink, quill, paper -  
 Longbow <In: Backpack (10 @ 45.5 lbs)> 3 lbs  
 Masterwork chain shirt 25 lbs  
 Monk's outfit (Free) -  
 Potion of barkskin +2 -  
 Potion of cure light wounds x5 <In: Belt pouch (10 @ 5 lbs)> -  
 Potion of cure moderate wounds x2 -  
 Potion of cure serious wounds x2 -  
 Potion of invisibility -  
 Potion of restoration, lesser -  
 Righteous medal of clarity -  
 Righteous medal of valor -  
 Righteous medal of vigor -  
 Ring of protection +1 -  
 Rod of cancellation 5 lbs  
 Soap <In: Backpack (10 @ 45.5 lbs)> 0.5 lbs

## Experience & Wealth

Experience Points: **15000/23000**  
 Current Cash: **2,886 gp**

## Gear

**Total Weight Carried: 86/400lbs, Light Load**  
**(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

Spelunking kit <In: Backpack (10 @ 45.5 lbs)> 32 lbs  
 Terendelev's scales (Sacred Weaponry) <In: Belt pouch -  
 Throwing axe <In: Belt pouch (10 @ 5 lbs)> 2 lbs  
 Trail rations x5 <In: Backpack (10 @ 45.5 lbs)> 1 lb  
 Unbinding the Fetters -  
 Wand of bless weapon (18 charges) -  
 Waterskin <In: Backpack (10 @ 45.5 lbs)> 4 lbs

## Special Abilities

Aura of Good (Ex)  
 Fleet Charge (Ex)  
 Flurry of Blows +3/+3 (Ex)  
 Hard to Kill (Ex)  
 Lay on Hands (1d6 hit points, 3/day) (Su)  
 Maneuver Training (Ex)  
 Mythic Power (5/day, Surge +1d6)  
 Smite Evil (1/day) (Su)  
 Stunning Fist (Stun) (Ex)  
 Surge (1d6) (Su)  
 Unarmed Strike (1d6)  
 Uncanny Grapple (Ex)

## Spell-Like Abilities

Detect Evil (At will) (Sp)

## Tracked Resources

Alchemist's fire ☐☐  
 Align Weapon (good/law only, can affect nat weapons, 3/day) ☐☐☐  
 Lay on Hands (1d6 hit points, 3/day) (Su) ☐☐☐  
 Mythic Power (5/day, Surge +1d6) ☐☐☐☐☐  
 Potion of barkskin +2 ☐  
 Potion of cure light wounds ☐☐☐☐☐  
 Potion of cure moderate wounds ☐☐  
 Potion of cure serious wounds ☐☐  
 Potion of invisibility ☐  
 Potion of restoration, lesser ☐  
 Rod of cancellation ☐  
 Smite Evil (1/day) (Su) ☐  
 Stunning Fist (3/day, DC 15) ☐☐☐  
 Throwing axe ☐  
 Trail rations ☐☐☐☐☐  
 Wand of bless weapon (18 charges) ☐☐☐☐☐☐☐☐  
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## Languages

Common

Tien

## Spells & Powers

**Paladin spells memorized** (CL 0th; concentration +2)

**Melee Touch +7   Ranged Touch +5**

## 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 Chelax 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 seek his path at the Irorium in Absalom and came across the Tempering Hall, and the Iomedeans 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.

Medals:

Righteous Medal of Clarity (+2 on saves vs insanity, confusion, swift +2 INT)

Righteous Medal of Valor (+2 to CMD, swift +2 STR)

Righteous Medal of Vigor (+2 on saves vs death effects, swift +2 CON)