

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
STR STRENGTH	20	+5	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION) **+10 =** **+6** **+1** **+1** **+4** **+1**
 Still Mind: +2 vs. enchantments, Righteous medal of clarity
 clarity: +2 sacred bonus vs. insanity or confusion effects,
 Righteous medal of vigor: +2 sacred bonus vs. death
 effects

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

WILL (WISDOM) **+10 =** **+6** **+2** **+1** **+2** **+1**
 Still Mind: +2 vs. enchantments, Righteous medal of clarity
 clarity: +2 sacred bonus vs. insanity or confusion effects,
 Righteous medal of vigor: +2 sacred bonus vs. death
 effects

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC **18** = **+4** **+1** **+1** **+1** **+1** **+1** **+1**

Touch AC **13** **Flat-Footed AC** **16**
 BAB Strength Size Misc

CM Bonus **+8** = **+4** **+5** **-** **-**
 +10 Grappling

CM Defense **24** = **10** **+4** **+5** **+1** **-**
 26 vs. Grapple

Base Attack **+4** **HP** **46**
 BAB Strength Dexterity Size

Initiative **+1** **Damage / Current HP**

Speed **30 ft**

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
Acrobatics	+8	DEX (1)	3	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	+8	STR (5)	1	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	+4	DEX (1)	1	
Fly	+0	DEX (1)	-	
Heal	+6	WIS (2)	1	
Intimidate	+6	CHA (2)	1	
Knowledge (history)	+4	INT (0)	1	
Knowledge (nobility)	+4	INT (0)	1	
Knowledge (planes)	+3	INT (0)	3	
Knowledge (religion)	+4	INT (0)	1	
Perception	+8	WIS (2)	3	
Ride	+0	DEX (1)	-	
Sense Motive	+6	WIS (2)	1	
Spellcraft	+4	INT (0)	1	
Stealth	+4	DEX (1)	1	
Survival	+2	WIS (2)	-	
Swim	+8	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
 Ranged: **+5, 1d6+5** Rng: 10' 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		-
Soap	<In: Backpack (10 @ 45.5 lbs)>	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	<input type="checkbox"/>	<input type="checkbox"/>
Align Weapon (good/law only, can affect nat weapons, 3/day)	<input type="checkbox"/>	<input type="checkbox"/>
Lay on Hands (1d6 hit points, 3/day) (Su)	<input type="checkbox"/>	<input type="checkbox"/>
Mythic Power (5/day, Surge +1d6)	<input type="checkbox"/>	<input type="checkbox"/>
Potion of barkskin +2	<input type="checkbox"/>	
Potion of cure light wounds	<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"/>
Potion of invisibility	<input type="checkbox"/>	
Potion of restoration, lesser	<input type="checkbox"/>	
Rod of cancellation	<input type="checkbox"/>	
Smite Evil (1/day) (Su)	<input type="checkbox"/>	
Stunning Fist (3/day, DC 15)	<input type="checkbox"/>	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/>	
Trail rations	<input type="checkbox"/>	<input type="checkbox"/>
Wand of bless weapon (18 charges)	<input type="checkbox"/>	<input type="checkbox"/>

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 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 seek his path at the Irorium in Absalom and came across the Tempering Hall, and the Iomedaeans 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)