

## Antonius (An Tung)

Male human (tian-shu) monk (monk of the sacred mountain) 5/paladin 2/Champion 2 - CL7 - CR 7  
Lawful Good Humanoid (Human); Deity: **Irori**; Age: **18**;  
Height: **5' 4"**; Weight: **140lb.**; Eyes: **Brown**; Hair: **Black**;  
Skin: **Yellow**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>22</b>	<b>+6</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</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>+11</b>	<b>=</b>	<b>+7</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>+8</b>	<b>=</b>	<b>+4</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								

<b>WILL</b> (WISDOM)	<b>+11</b>	<b>=</b>	<b>+7</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								

Immunity to Disease										
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	23	=	+4		+2		+2	+1	+1	+3

<b>Touch AC</b>	<b>17</b>	<b>Flat-Footed AC</b>	<b>20</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	<b>+13</b>	<b>=</b>	<b>+5</b>	<b>+6</b>	-	-
+15 Grappling						

<b>CM Defense</b>	<b>30</b>	<b>=</b>	<b>10</b>	<b>+5</b>	<b>+6</b>	<b>+2</b>	-
32 vs. Grapple							

<b>Base Attack</b>	<b>+5</b>	<b>HP</b>	<b>65</b>
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<b>Initiative</b>	<b>+4</b>	Damage / Current HP	
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<b>Speed</b>	<b>30 / 40 ft</b>	
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### Cestus

Main hand: **+11, 1d4+6**  
Flurry: **+11/+11/+6, 1d4+6**

Crit: 19-20/x2  
Light, B/P, Monk



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+12</b>	DEX (2)	5	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+2</b>	CHA (2)	-	
<b>Climb</b>	<b>+10</b>	STR (6)	1	
<b>Diplomacy</b>	<b>+6</b>	CHA (2)	1	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>+6</b>	DEX (2)	1	
<b>Fly</b>	<b>+2</b>	DEX (2)	-	
<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>+8</b>	INT (0)	5	
<b>Perception</b>	<b>+10</b>	WIS (2)	5	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+6</b>	WIS (2)	1	
<b>Spellcraft</b>	<b>+4</b>	INT (0)	1	
<b>Stealth</b>	<b>+9</b>	DEX (2)	4	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+10</b>	STR (6)	1	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Belier's Bite  
Dodge  
Extra Ki

## Feats

Improved Grapple  
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 (5/day, DC 16)  
Stunning Fist Adept  
Toughness  
Weapon Focus (Unarmed strike)

## Traits

Quain Martial Artist  
Stolen Fury

## Cold Iron sansetsukon

Both hands: **+11, 1d10+9** Crit: 19-20/x2  
Flurry: **+11/+11/+6, 1d10+6** 2-hand, B,

## Longbow

Ranged, both hands: **+7, 1d8** Crit: x3  
Rng: 100'  
2-hand, P

## Throwing axe

Main hand: **+11, 1d6+6** Crit: x2  
Rng: 10'  
Ranged: **+7, 1d6+6** Light, S

## Unarmed strike

Main hand: **+12, 1d8+7+1d4 bleed** Crit: x2  
Flurry: **+12/+12/+7, 1d8+7+1d4 bleed** Light, B

## Masterwork chain shirt

**+4**

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

## Gear

**Total Weight Carried: 83/520lbs, Light Load**  
**(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)**

Alchemist's fire x2 <In: Belt pouch (10 @ 5 lbs)> 1 lb  
Amulet of natural armor +1 -  
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  
Holy water x2 1 lb  
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 -  
Potion of cure moderate wounds x2 -  
Potion of cure serious wounds x2 -  
Potion of restoration, lesser -

## Experience & Wealth

Experience Points: **35000/51000**  
Current Cash: **2,886 gp**

## Gear

**Total Weight Carried: 83/520lbs, Light Load**  
**(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)**

Righteous medal of clarity -  
Righteous medal of valor -  
Righteous medal of vigor -  
Ring of protection +1 -  
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 -  
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

Amazing Initiative (1/round) (Ex)  
Aura of Good (Ex)  
Bastion Stance (except mind-affecting or teleportation)  
Fast Movement (+10 ft.)  
Fleet Charge (Ex)  
Flurry of Blows +5/+5/+0 (Ex)  
Hard to Kill (Ex)  
Imprinting Hand (Su)  
Iron Limb Defense (Ex)  
Ki Defense +4 (Su)  
Ki Flurry (Su)  
Ki Pool (6/day) (Su)  
Ki Speed (Su)  
Ki Strike, Magic (Su)  
Lay on Hands (1d6 hit points, 3/day) (Su)  
Maneuver Training (Ex)  
Mythic Power (7/day, Surge +1d6)  
Smite Evil (1/day) (Su)  
Stunning Fist (Stun, Fatigue) (Ex)  
Surge (1d6) (Su)  
Unarmed Strike (1d8)  
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) ☐☐☐  
Amazing Initiative (1/round) (Ex) ☐  
Holy water ☐☐  
Ki Pool (6/day) (Su) ☐☐☐☐☐  
Lay on Hands (1d6 hit points, 3/day) (Su) ☐☐☐  
Mythic Power (7/day, Surge +1d6) ☐☐☐☐☐  
Potion of barkskin +2 ☐

## Tracked Resources

Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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 restoration, lesser	<input type="checkbox"/>
Smite Evil (1/day) (Su)	<input type="checkbox"/>
Stunning Fist (5/day, DC 16)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Throwing axe	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Tien

## Spells & Powers

**Paladin spells memorized** (CL 0th; concentration +2)  
**Melee Touch +11** **Ranged Touch +7**

## 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 Cheliox 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 lomedears 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 Cheliox and in the Crusades. He is a bit cocky and is having trouble mastering the patience and serenity prescribed by the Master of Masters.