

Antonius (An Tung)

Male human (tian-shu) champion of iori 1/monk (monk of the sacred mountain) 5/paladin 2/Champion 3 - CL8 - CR 8

Lawful Good Humanoid (Human); Deity: **Iori**; Age: **18**; Height: **5' 4"**; Weight: **145lb.**; Eyes: **Brown**; Hair: **Black**; Skin: **Yellow**

Ability	Score	Modifier	Temporary
STR STRENGTH	22	+6	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	11/15	0/+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	14/16	+2/+3	
CHA CHARISMA	14	+2	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)

+16 = **+8** **+2** **+2** **+4**

Still Mind: +2 vs. enchantments, **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

REFLEX (DEXTERITY)

+12 = **+5** **+3** **+2** **+2**

Still Mind: +2 vs. enchantments, **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

WILL (WISDOM)

+15 = **+8** **+3** **+2** **+2**

Still Mind: +2 vs. enchantments, **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

Immunity to Disease

Total Armor Shield Dex Size Natur Deflec Dodge Misc

AC **25** = **+4** **+3** **+2** **+1** **+1** **+4**

Touch AC **19** **Flat-Footed AC** **21**
BAB Strength Size Misc

CM Bonus **+12** = **+6** **+6** **-** **-**

+14 Grappling

CM Defense **33** = **10** **+6** **+6** **+3** **-**
35 vs. Grapple

Base Attack **+6** **HP** **92**

Damage / Current HP

Initiative **+7**

Speed **30 / 40 ft**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+18	DEX (3)	5	
		Speed greater/less than 30 ft. : +4 to jump		
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	+10	STR (6)	1	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	+7	DEX (3)	1	
Fly	+3	DEX (3)	-	
Heal	+7	WIS (3)	1	
Intimidate	+6	CHA (2)	1	
Knowledge (dungeoneering)	+4	INT (0)	1	
Knowledge (history)	+4	INT (0)	1	
Knowledge (nobility)	+4	INT (0)	1	
Knowledge (planes)	+9	INT (0)	6	
Knowledge (religion)	+8	INT (0)	5	
Perception	+11	WIS (3)	5	
Ride	+3	DEX (3)	-	
Sense Motive	+7	WIS (3)	1	
Spellcraft	+4	INT (0)	1	
Stealth	+11	DEX (3)	5	
Survival	+3	WIS (3)	-	
Swim	+10	STR (6)	1	

Feats

Armor Proficiency (Heavy)

Armor Proficiency (Light)

Armor Proficiency (Medium)

Belier's Bite

Feats

Dodge
 Extra Ki
 Extra Path Ability [Mythic]
 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 18)
 Stunning Fist Adept
 Toughness
 Weapon Focus (Unarmed strike)

Traits

Quain Martial Artist
 Stolen Fury

+1 returning throwing axe

Main hand: **+11/+6, 1d6+13** Crit: x2
 Ranged: **+10/+5, 1d6+7** Rng: 10'
 Light, S

Cestus

Main hand: **+10/+5, 1d4+12+3 flurry** Crit: 19-20/x2
 Flurry: **+9/+9/+4, 1d4+12+3 flurry** Light, B/P, Monk
cold iron sansetsukon

Both hands: **+10/+5, 1d10+18+4 flurry** Crit: 19-20/x2
 Flurry: **+9/+9/+4, 1d10+15+4 flurry** 2-hand, B,

Longbow

Ranged, both hands: **+9/+4, 1d8** Crit: x3
 Rng: 100'
 2-hand, P

Throwing axe

Main hand: **+10/+5, 1d6+12** Crit: x2
 Ranged: **+9/+4, 1d6+6** Rng: 10'
 Light, S

Unarmed strike

Main hand: **+11/+6, 1d8+13+1d4 bleed+3 flurry** Crit: x2
 Flurry: **+10/+10/+5, 1d8+13+1d4 bleed+3 flurry** Light, B

Masterwork chain shirt

+4

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

Experience & Wealth

Experience Points: **51000/75000**
 Current Cash: **16,122 gp, 7 sp, 7 cp**

Gear

Total Weight Carried: 58/520 lbs, Light Load (Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

+1 returning throwing axe	2 lbs
Alchemist's fire x2 <i><In: Belt pouch (8 @ 2 lbs)></i>	1 lb
Amulet of natural armor +1	-
Backpack (9 @ 42.5 lbs)	2 lbs
Belt of mighty constitution +4	1 lb
Belt pouch (8 @ 2 lbs)	0.5 lbs
Blanket <i><In: Backpack (9 @ 42.5 lbs)></i>	1 lb
Boots of elvenkind	1 lb
Cestus <i><In: Dropped to ground (4 @ 31 lbs)></i>	1 lb
Cloak of resistance +2	1 lb
cold iron sansetsukon	3 lbs
Headband of inspired wisdom +2	1 lb
Holy water x2	1 lb
ink, quill, paper	-
Longbow <i><In: Dropped to ground (4 @ 31 lbs)></i>	3 lbs
Masterwork chain shirt <i><In: Dropped to ground (4</i>	25 lbs
Monk's outfit (Free)	-
Potion of barkskin +2	-
Potion of cure light wounds x5 <i><In: Belt pouch (8 @ 2 lbs)></i>	-
Potion of cure moderate wounds x2	-
Potion of cure serious wounds x2	-
Potion of divine favor	-
Potion of lesser restoration	-
Potion of shield of faith +2	-
Righteous medal of agility	-
Righteous medal of clarity	-
Righteous medal of command	-
Righteous medal of valor	-
Righteous medal of vigor	-
Ring of protection +1	-
Soap <i><In: Backpack (9 @ 42.5 lbs)></i>	0.5 lbs
Spelunking kit <i><In: Backpack (9 @ 42.5 lbs)></i>	32 lbs
Terendelev's scales (Sacred Weaponry) <i><In: Belt pouch - Throwing axe <In: Dropped to ground (4 @ 31 lbs)></i>	2 lbs
Trail rations x5 <i><In: Backpack (9 @ 42.5 lbs)></i>	1 lb
Unbinding the Fetters	-
Wand of bless weapon (18 charges)	-
Waterskin <i><In: Backpack (9 @ 42.5 lbs)></i>	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)
 Fleet Warrior (Ex)
 Flurry of Blows +6/+6/+1 (Ex)
 Hard to Kill (Ex)
 Imprinting Hand (Su)
 Iron Limb Defense (Ex)
 Ki Defense +4 (Su)
 Ki Flurry (Su)
 Ki Pool (8/day) (Su)

Special Abilities

Ki Speed (Su)
Ki Strike, Magic (Su)
Lay on Hands (2d6 hit points, 3/day) (Su)
Maneuver Expert (Ex)
Maneuver Training (Ex)
Mythic Power (9/day, Surge +1d6)
Recuperation (Ex)
Smite Chaos (Su)
Smite Evil (2/day) (Su)
Stunning Fist (Stun, Fatigue) (Ex)
Surge (1d6) (Su)
Unarmed Strike (1d8)
Uncanny Grapple (Ex)

Spell-Like Abilities

Detect Chaos (At will) (Sp)
Detect Evil (At will) (Sp)

Tracked Resources

+1 returning throwing axe	<input type="checkbox"/>
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"/> <input type="checkbox"/>
Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>
Holy water	<input type="checkbox"/> <input type="checkbox"/>
Ki Pool (8/day) (Su)	<input type="checkbox"/>
Lay on Hands (2d6 hit points, 3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Mythic Power (9/day, Surge +1d6)	<input type="checkbox"/>
Potion of barkskin +2	<input type="checkbox"/>
Potion of cure light wounds	<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 divine favor	<input type="checkbox"/>
Potion of lesser restoration	<input type="checkbox"/>
Potion of shield of faith +2	<input type="checkbox"/>
Smite Evil (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Stunning Fist (5/day, DC 18)	<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"/>
Wand of bless weapon (18 charges)	<input type="checkbox"/>

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

Languages

Common Tien

Spells & Powers

Paladin spells memorized (CL 0th; concentration +2)
Melee Touch +10 Ranged Touch +9