

## Antonius (An Tung)

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

Lawful Good Humanoid (Human); Deity: **Irori**; Age: **18**; Height: **5' 4"**; Weight: **145lb.**; 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>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>11/15</b>	<b>0/+2</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14/16</b>	<b>+2/+3</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>+16</b>	<b>=</b>	<b>+8</b>	<b>+2</b>	<b>+2</b>	<b>+4</b>	

**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

<b>REFLEX</b> (DEXTERITY)	<b>+12</b>	<b>=</b>	<b>+5</b>	<b>+3</b>	<b>+2</b>	<b>+2</b>	
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<b>WILL</b> (WISDOM)	<b>+15</b>	<b>=</b>	<b>+8</b>	<b>+3</b>	<b>+2</b>	<b>+2</b>	
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Immunity to Disease										
	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25	=	+4		+3		+2	+1	+1	+4

<b>Touch AC</b>	<b>19</b>	<b>Flat-Footed AC</b>	<b>21</b>
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<b>CM Bonus</b>	<b>+12</b>	<b>=</b>	<b>+6</b>	<b>+6</b>	<b>-</b>	<b>-</b>
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+14 Grappling

<b>CM Defense</b>	<b>33</b>	<b>=</b>	<b>10</b>	<b>+6</b>	<b>+6</b>	<b>+3</b>	<b>-</b>
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35 vs. Grapple

<b>Base Attack</b>	<b>+6</b>	<b>HP</b>	<b>92</b>
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<b>Initiative</b>	<b>+7</b>	<b>Damage / Current HP</b>	
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<b>Speed</b>	<b>30 / 40 ft</b>		
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Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+18</b>	DEX (3)	5	
Speed greater/less than 30 ft. : +4 to jump				
<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>+7</b>	DEX (3)	1	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Heal</b>	<b>+7</b>	WIS (3)	1	
<b>Intimidate</b>	<b>+6</b>	CHA (2)	1	
<b>Knowledge (dungeoneering)</b>	<b>+4</b>	INT (0)	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>+9</b>	INT (0)	6	
<b>Knowledge (religion)</b>	<b>+8</b>	INT (0)	5	
<b>Perception</b>	<b>+11</b>	WIS (3)	5	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+7</b>	WIS (3)	1	
<b>Spellcraft</b>	<b>+4</b>	INT (0)	1	
<b>Stealth</b>	<b>+11</b>	DEX (3)	5	
<b>Survival</b>	<b>+3</b>	WIS (3)	-	
<b>Swim</b>	<b>+10</b>	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** Crit: 19-20/x2  
**flurry** Light, B/P, Monk  
Flurry: **+9/+9/+4, 1d4+12+3 flurry**  
**cold iron sansetsukon**

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

### 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** Crit: x2  
**bleed+3 flurry** Light, B  
Flurry: **+10/+10/+5, 1d8+13+1d4 bleed+3**  
**flurry**

### 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 <In: Belt pouch (8 @ 2 lbs)>	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 <In: Backpack (9 @ 42.5 lbs)>	1 lb
Boots of elvenkind	1 lb
Cestus <In: Dropped to ground (4 @ 31 lbs)>	1 lb
Clout 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 <In: Dropped to ground (4 @ 31 lbs)>	3 lbs
Masterwork chain shirt <In: Dropped to ground (4 @ 25 lbs)>	25 lbs
Monk's outfit (Free)	-
Potion of barkskin +2	-
Potion of cure light wounds x5 <In: Belt pouch (8 @ 2 lbs)>	-
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 <In: Backpack (9 @ 42.5 lbs)>	0.5 lbs
Spelunking kit <In: Backpack (9 @ 42.5 lbs)>	32 lbs
Terendelev's scales (Sacred Weaponry) <In: Belt pouch -	-
Throwing axe <In: Dropped to ground (4 @ 31 lbs)>	2 lbs
Trail rations x5 <In: Backpack (9 @ 42.5 lbs)>	1 lb
Unbinding the Fetters	-
Wand of bless weapon (18 charges)	-
Waterskin <In: Backpack (9 @ 42.5 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)  
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		
Alchemist's fire		
Align Weapon (good/law only, can affect nat weapons, 3/day)		
Amazing Initiative (1/round) (Ex)		
Holy water		
Ki Pool (8/day) (Su)		
Lay on Hands (2d6 hit points, 3/day) (Su)		
Mythic Power (9/day, Surge +1d6)		
Potion of barkskin +2		
Potion of cure light wounds		
Potion of cure moderate wounds		
Potion of cure serious wounds		
Potion of divine favor		
Potion of lesser restoration		
Potion of shield of faith +2		
Smite Evil (2/day) (Su)		
Stunning Fist (5/day, DC 18)		
Throwing axe		
Trail rations		
Wand of bless weapon (18 charges)		

## Languages

Common Tien

## Spells & Powers

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

## 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 Chelias 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 Iomedeans 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.