

Tsuguri Chiba

Male human cleric of Tsukiyo 6/Marshal 2 - CR 6

Lawful Good Humanoid (Human); Deity: **Tsukiyo**; Age: **18**;
Height: **5' 10"**; Weight: **140lb.**; Eyes: **Green**; Hair: **Black**;
Skin: **asian**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	11	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+5	+2		+1	
Cold weather outfit : +5 circumstance bonus vs. cold weather, Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects							

REFLEX (DEXTERITY)	+3	=	+2			+1	
Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects							

WILL (WISDOM)	+12	=	+5	+4		+3	
Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+7			+1			

Touch AC	10	Flat-Footed AC	18	
		BAB	Strength	Size
				Misc

CM Bonus +5	=	+4	+1	-	-
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CM Defense	17	=	10	BAB	Strength	Dexterity	Size
				+4	+1	+0	-

Base Attack	+4	HP	65
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Initiative	+2	Damage / Current HP
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Speed	30 / 20 ft
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+1 Cold Iron longspear

Both hands: **+7, 1d8+3** Crit: x3
2-hand, P, Brace,

+1 returning dagger

Main hand: **+7, 1d4+3** Crit: 19-20/x2
Rng: 10'
Ranged: **+6, 1d4+3** Light, P/S

Ancestral Weapon (cold iron longspear)

Both hands: **+7, 1d8+2** Crit: x3
2-hand, P, Brace,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (0)	-	
Appraise	+2	INT (1)	-	
Bluff	+7	CHA (4)	2	
Climb	-1	STR (1)	-	
Craft (tattoo)	+4	INT (1)	1	
Diplomacy	+11	CHA (4)	3	
Disable Device	-	DEX (0)	-	
Disguise	+5	CHA (4)	-	
Escape Artist	-2	DEX (0)	-	
Fly	-2	DEX (0)	-	
Handle Animal	-	CHA (4)	-	
Heal	+9	WIS (4)	1	
Intimidate	+9	CHA (4)	4	
Knowledge (planes)	+9	INT (1)	4	
Knowledge (religion)	+10	INT (1)	5	
Linguistics	+7	INT (1)	2	
Perception	+11	WIS (4)	6	
Spyglass: only -1/20' while using a spyglass, instead of -1/10'				
Profession (soldier)	+10	WIS (4)	2	
Ride	-2	DEX (0)	-	
Sense Motive	+5	WIS (4)	-	
Sleight of Hand	-	DEX (0)	-	
Spellcraft	+9	INT (1)	2	
Stealth	-2	DEX (0)	-	
Survival	+5	WIS (4)	-	
Swim	-1	STR (1)	-	
Use Magic Device	-	CHA (4)	-	

Feats

Alignment Channel (Evil)
Alignment Channel [Mythic]
Armor Proficiency (Light)
Armor Proficiency (Medium)
Extra Channel (2/day)
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All
Turn Undead (DC 17)

Traits

Child of the Crusades (1/day)
Theoretical Magician

Cold Iron crossbow bolts

Crit: x2
Ammo, P

Dagger

Main hand: **+6, 1d4+2**

Crit: 19-20/x2
Rng: 10'

Ranged: **+5, 1d4+2**

Light, P/S

Light crossbow

Ranged: **+3, 1d8+1**

Crit: 19-20/x2
Rng: 80'

Ranged, both hands: **+5, 1d8+1**

2-hand, P

+1 breastplate

+7

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Gear

Total Weight Carried: 108.88/175lbs, Medium Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 breastplate	30 lbs
+1 Cold Iron longspear	9 lbs
+1 returning dagger	1 lb
Amulet of natural armor +1	-
Ancestral Weapon (cold iron longspear) <In: <i>Dropped</i>	9 lbs
Artisan's tools, masterwork (Craft [tattoo]) <In: <i>Chest</i> ,	5 lbs
Backpack, masterwork (32 @ 33.38 lbs)	4 lbs
Bandoleer	-
Blanket <In: <i>Backpack, masterwork (32 @ 33.38 lbs)</i> >	1 lb
Chalk <In: <i>Backpack, masterwork (32 @ 33.38 lbs)</i> >	-
Chest, medium (7 @ 12 lbs) <In: <i>Dropped to ground</i>	50 lbs
Cold Iron crossbow bolts x50	0.1 lbs
Cold weather outfit	7 lbs
Dagger	1 lb
Everburning torch <In: <i>Bandoleer</i> >	1 lb
Flask	-
Gems (1000gp worth)	0.5 lbs
Gems (5*50gp)	-
Healer's Kit (10)	1 lb
Holy Symbol (crescent moon of jade) <In: <i>Bandoleer</i> >	-

Experience & Wealth

Experience Points: **23000/35000**
Current Cash: **108 gp, 8 sp, 3 cp**

Gear

Total Weight Carried: 108.88/175lbs, Medium Load

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Ink, black <In: <i>Kit - writing (ink, quill & paper)</i> >	-
Inkpen <In: <i>Kit - writing (ink, quill & paper)</i> >	-
Kit - writing (ink, quill & paper)	-
Knight's pennon of battle	1 lb
Light crossbow	4 lbs
Money <In: <i>Backpack, masterwork (32 @ 33.38</i>	2.38 lbs
Oldlaw whiskey (per bottle) <In: <i>Flask</i> >	1 lb
Paper x30 <In: <i>Kit - writing (ink, quill & paper)</i> >	-
Powder x5 <In: <i>Bandoleer</i> >	0.5 lbs
Righteous medal of clarity	-
Righteous medal of valor	-
Sack (empty) x3 <In: <i>Backpack, masterwork (32</i>	0.5 lbs
Scroll case (empty) <In: <i>Bandoleer</i> >	0.5 lbs
Scroll case (empty) <In: <i>Bandoleer</i> >	0.5 lbs
Scroll case (empty) <In: <i>Backpack, masterwork</i>	0.5 lbs
Scroll case (empty) <In: <i>Bandoleer</i> >	0.5 lbs
Scroll case (empty) <In: <i>Bandoleer</i> >	0.5 lbs
Scroll of cause fear	-
Scroll of cause fear	-
Scroll of cause fear	-
Scroll of cause fear, cause fear, cause fear, cause fear	-
Scroll of comprehend languages	-
Scroll of comprehend languages	-
Scroll of comprehend languages	-
Scroll of comprehend languages	-
Scroll of comprehend languages	-
Scroll of comprehend languages	-
Scroll of comprehend languages	-
Scroll of comprehend languages, comprehend	-
Sewing needle <In: <i>Backpack, masterwork (32 @</i>	-
Shaving Kit	0.5 lbs
Silk rope <In: <i>Backpack, masterwork (32 @ 33.38</i>	5 lbs
Soap <In: <i>Backpack, masterwork (32 @ 33.38</i>	0.5 lbs
Spyglass <In: <i>Backpack, masterwork (32 @ 33.38</i>	1 lb
Sunrod x17 <In: <i>Backpack, masterwork (32 @ 33.38</i>	1 lb
Tea (per cup) x4 <In: <i>Chest, medium (7 @ 12</i>	0.5 lbs
Tea - average quality <In: <i>Backpack, masterwork (32</i>	-
Tea - good quality <In: <i>Chest, medium (7 @ 12 lbs)</i> >	-
Tea ceremony set <In: <i>Chest, medium (7 @ 12</i>	5 lbs
Terendelev's scales (Cloudwalking)	-
Trail rations x5	1 lb
Traveller's outfit (Free) <In: <i>Backpack, masterwork (32</i>	-
Twine (50') <In: <i>Backpack, masterwork (32 @</i>	0.5 lbs
Wand of cure moderate wounds (9 charges)	-
Waterskin <In: <i>Backpack, masterwork (32 @ 33.38</i>	4 lbs

Special Abilities

Advance (Ex)
Amazing Initiative (1/round) (Ex)

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Hit Points: +5; Prayer: Ally: +1; Skill Points, Total: +2

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Special Abilities

Aura (Ex)
 Cleric Channel Positive Energy 3d6 (7/day, DC 17) (Su)
 Cleric Domain (Insanity)
 Cleric Domain (Repose)
 Focus (Su)
 Hard to Kill (Ex)
 Insane Focus (7/day) (Su)
 Mythic Power (7/day, Surge +1d6)
 Shout of Defiance (1d6+4) (Su)
 Spontaneous Casting
 Surge (1d6) (Su)

Spell-Like Abilities

Gentle Rest (7/day) (Sp) ☐☐☐☐☐☐

Tracked Resources

+1 returning dagger ☐
 Amazing Initiative (1/round) (Ex) ☐
 Child of the Crusades (1/day) ☐
 Cleric Channel Positive Energy 3d6 (7/day, DC 17) (Su) ☐☐☐☐☐☐
 Cold Iron crossbow bolts ☐☐☐☐☐☐☐☐☐☐
 Dagger ☐
 Extra Channel (2/day) ☐☐
 Heroism (1/day) ☐
 Insane Focus (7/day) (Su) ☐☐☐☐☐
 Levitate (5 ft diameter cloud pillar, 3/day) ☐☐
 Mythic Power (7/day, Surge +1d6) ☐☐☐☐☐
 Sunrod ☐☐☐☐☐☐☐☐
 Trail rations ☐☐☐☐☐

Languages

Abyssal
 Common
 Kelish
 Tien

Spells & Powers

Cleric spells memorized (CL 6th; concentration +10)

Melee Touch +6 Ranged Touch +5

3rd—communal delay poison^{UC}, invisibility purge, prayer, speak with dead^D (DC 17)

2nd—bear's endurance, communal protection from evil^{UC}, lesser restoration, silence (DC 16), touch of idiocy^D

1st—bless, lesser confusion^D (DC 15), obscuring mist, remove fear, weapons against evil

0th (at will)—create water, detect magic, light, purify food and drink (DC 14)

[D] Domain spell; **Domains** Insanity, Madness, Repose

Background

- 1) "Come and take them."
- 2) "They Shall Not Pass."
- 3) "I am the Flail of God. If you had not committed great sins, God would not have sent a punishment like me upon you."
- 4) "I have not yet begun to fight!"
- 5) "We have met the enemy and they are ours."
- 6) "If"
- 7) "The Maid and her soldiers will have the victory. Therefore the Maid is willing that you, Duke of Bedford, should not destroy yourself."
- 8) "You might as well appeal against the thunderstorm."
- 9) "That was ungenerous! I'll take your guns for that!"
- 10) "Bullshit"
- 11) "What counts is not necessarily the size of the dog in the fight – it's the size of the fight in the dog"
- 12) "If men make war in slavish obedience to rules, they will fail."
- 13) "Lead me, follow me, or get the hell out of my way."
- 14) "One more dance along the razor's edge finished. Almost dead yesterday, maybe dead tomorrow, but alive, gloriously alive, today."

Tsuguri has spent most of his life in the west, living in a Chiba family compound in Kenabres. The Chibas originally came to the city to be traders but many have chose careers as crusaders, including Tsuguri's parents, Umi and Junko.

Tsuguri is a strong believer in heritage and the inherit superiority of tien culture. He views the non-tien locals as barbarians, though he admits they are brave and possess many admirable traits.

Tsuguri hates cheese and milk heavy foods; they make him ill and they smell awful.

Arness Holiday - used to be "How to kill Demons Day", but today it also includes festival activities for the whole family.

Tsukiyo = Soo-Ki-Yo

Tsu is pronounced like the end of "fooTS" "booTS" That "ts" sound, and then oo as in "you" = tsu. Ki is like everyone else has said, "key". Yo, also as everyone else has mentioned.

Gear: cultist "uniforms",