

## Tsuguri Chiba

Male human cleric of Tsukiyō 6/Marshal 2 - CR 6  
 Lawful Good Humanoid (Human); Deity: Tsukiyō; Age: 18;  
 Height: 5' 10"; Weight: 140lb.; Eyes: Green; Hair: Black;  
 Skin: asian

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

Saving Throw Total Base Ability Resist Misc Temp Notes

**FORTITUDE**  
(CONSTITUTION)  $+8 = +5 +2 +1 +1$   
 Cold weather outfit : +5 circumstance bonus vs. cold weather, Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects

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

**WILL**  
(WISDOM)  $+12 = +5 +4 +1 +3 +1$   
 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 +1 +1 +1 +1 +1 +1

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

**CM Bonus** +5 = +4 +1 - -

**CM Defense** 17 = 10 +4 +1 +0 -

**Base Attack** +4 **HP** 65

**Initiative** +2

**Speed** 30 / 20 ft

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

### Dagger

Main hand: **+6, 1d4+2**  
 Ranged: **+5, 1d4+2**

Crit: 19-20/x2  
 Rng: 10'  
 Light, P/S

### Light crossbow

Ranged: **+3, 1d8+1**  
 Ranged, both hands: **+5, 1d8+1**

Crit: 19-20/x2  
 Rng: 80'  
 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) <i>&lt;In: Dropped</i>	9 lbs	
Artisan's tools, masterwork (Craft [tattoo]) <i>&lt;In: Chest,</i>	5 lbs	
Backpack, masterwork (32 @ 33.38 lbs)	4 lbs	
Bandoleer	-	
Blanket <i>&lt;In: Backpack, masterwork (32 @ 33.38 lbs)</i>	1 lb	
Chalk <i>&lt;In: Backpack, masterwork (32 @ 33.38 lbs)</i>	-	
Chest, medium (7 @ 12 lbs) <i>&lt;In: Dropped to ground</i>	50 lbs	
Cold Iron crossbow bolts x50	0.1 lbs	
Cold weather outfit	7 lbs	
Dagger	1 lb	
Everburning torch <i>&lt;In: 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) <i>&lt;In: 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 <i>&lt;In: Kit - writing (ink, quill &amp; paper)</i>	-	
Inkpen <i>&lt;In: Kit - writing (ink, quill &amp; paper)</i>	-	
Kit - writing (ink, quill & paper)	-	
Knight's pennon of battle	1 lb	
Light crossbow	4 lbs	
Money <i>&lt;In: Backpack, masterwork (32 @ 33.38</i>	2.38 lbs	
Oldlaw whiskey (per bottle) <i>&lt;In: Flask</i>	1 lb	
Paper x30 <i>&lt;In: Kit - writing (ink, quill &amp; paper)</i>	-	
Powder x5 <i>&lt;In: Bandoleer</i>	0.5 lbs	
Righteous medal of clarity	-	
Righteous medal of valor	-	
Sack (empty) x3 <i>&lt;In: Backpack, masterwork (32</i>	0.5 lbs	
Scroll case (empty) <i>&lt;In: Bandoleer</i>	0.5 lbs	
Scroll case (empty) <i>&lt;In: Bandoleer</i>	0.5 lbs	
Scroll case (empty) <i>&lt;In: Backpack, masterwork</i>	0.5 lbs	
Scroll case (empty) <i>&lt;In: Bandoleer</i>	0.5 lbs	
Scroll case (empty) <i>&lt;In: 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	-	
Scroll of comprehend languages, comprehend	-	
Sewing needle <i>&lt;In: Backpack, masterwork (32 @</i>	-	
Shaving Kit	0.5 lbs	
Silk rope <i>&lt;In: Backpack, masterwork (32 @ 33.38</i>	5 lbs	
Soap <i>&lt;In: Backpack, masterwork (32 @ 33.38</i>	0.5 lbs	
Spyglass <i>&lt;In: Backpack, masterwork (32 @ 33.38</i>	1 lb	
Sunrod x17 <i>&lt;In: Backpack, masterwork (32 @ 33.38</i>	1 lb	
Tea (per cup) x4 <i>&lt;In: Chest, medium (7 @ 12</i>	0.5 lbs	
Tea - average quality <i>&lt;In: Backpack, masterwork (32</i>	-	
Tea - good quality <i>&lt;In: Chest, medium (7 @ 12 lbs)</i>	-	
Tea ceremony set <i>&lt;In: Chest, medium (7 @ 12</i>	5 lbs	
Terendelev's scales (Cloudwalking)	-	
Trail rations x5	1 lb	
Traveller's outfit (Free) <i>&lt;In: Backpack, masterwork (32</i>	-	
Twine (50') <i>&lt;In: Backpack, masterwork (32 @</i>	0.5 lbs	
Wand of cure moderate wounds (9 charges)	-	
Waterskin <i>&lt;In: 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

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

## Languages

Abyssal Kelish  
Common Tien

## Spells & Powers

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

**Melee Touch +6 Ranged Touch +5**

**3rd**—communal delay poison<sup>UC</sup>, invisibility purge, prayer, speak with dead<sup>D</sup> (DC 17)

**2nd**—bear's endurance, communal protection from evil<sup>UC</sup>, lesser restoration, silence (DC 16), touch of idiocy<sup>D</sup>

**1st**—bless, lesser confusion<sup>D</sup> (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 hertitage 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",