

Tsuguri Chiba

Male human cleric of Tsukiyō 9/Marshal 4 - CR 10
 Lawful Good Humanoid (Human); Deity: Tsukiyō; 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	23/27	+6/+8	
CHA CHARISMA	18	+4	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)

+12 = **+6** **+2** **+2** **+2**

Cold weather outfit: +5 circumstance bonus vs. cold weather, **Bless**: +1 morale vs. fear, **Righteous medal of clarity**: +2 sacred bonus vs. insanity or confusion effects, **Bard: Inspire Courage**: +2 morale bonus vs. charm and fear

REFLEX (DEXTERITY)

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

Bless: +1 morale vs. fear, **Righteous medal of clarity**: +2 sacred bonus vs. insanity or confusion effects, **Bard: Inspire Courage**: +2 morale bonus vs. charm and fear

WILL (WISDOM)

+20 = **+6** **+8** **+2** **+4**

Bless: +1 morale vs. fear, **Righteous medal of clarity**: +2 sacred bonus vs. insanity or confusion effects, **Bard: Inspire Courage**: +2 morale bonus vs. charm and fear

Total

Armor Shield Dex Size Natur Deflec Dodge Misc

AC 24 = **+10** **+1** **+2** **+1**

Touch AC

13 **Flat-Footed AC** 23

BAB Strength Size Misc

CM Bonus

+12 = **+6** **+1** **-** **-**

BAB Strength Dexterity Size

CM Defense

22 = 10 **+6** **+1** **+0** **-**

BAB Strength Dexterity Size

Base Attack

+6 **HP** 107

Damage / Current HP

Initiative

+5

Speed

30 / 70 ft

+1 adamantine morningstar

Main hand: **+13/+13/+8**, 1d8+4 Crit: x2

Both hands: **+13/+13/+8**, 1d8+4 1-hand, B/P

+1 returning dagger

Main hand: **+13/+13/+8**, 1d4+4 Crit: 19-20/x2

Rng: 10'

Ranged: **+12/+12/+7**, 1d4+4 Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (0)	-	
Speed greater/less than 30 ft. : +16 to jump				
Appraise	+3	INT (1)	-	
Bluff	+8	CHA (4)	2	
Climb	-3	STR (1)	-	
Craft (tattoo)	+10	INT (1)	2	
Diplomacy	+12	CHA (4)	3	
Disable Device	-	DEX (0)	-	
Disguise	+6	CHA (4)	-	
Escape Artist	-4	DEX (0)	-	
Fly	-4	DEX (0)	-	
Handle Animal	-	CHA (4)	-	
Heal	+14	WIS (8)	1	
Intimidate	+11	CHA (4)	5	
Knowledge (planes)	+11	INT (1)	5	
Knowledge (religion)	+15	INT (1)	9	
Linguistics	+8	INT (1)	2	
Perception	+19	WIS (8)	9	
Spyglass: only -1/20' while using a spyglass, instead of -1/10'				
Profession (soldier)	+15	WIS (8)	2	
Ride	-4	DEX (0)	-	
Sense Motive	+16	WIS (8)	3	
Sleight of Hand	-	DEX (0)	-	
Spellcraft	+12	INT (1)	4	
Stealth	-4	DEX (0)	-	
Survival	+10	WIS (8)	-	
Swim	-3	STR (1)	-	
Use Magic Device	-	CHA (4)	-	

Feats

Alignment Channel (Evil)
 Alignment Channel [Mythic]
 Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Extra Channel (2/day)
 Improved Channel
 Mythic Spell Lore [Mythic]
 Selective Channeling
 Shield Proficiency
 Simple Weapon Proficiency - All
 Turn Undead (DC 20)

Traits

Child of the Crusades (1/day)
 Theoretical Magician

Ancestral Weapon (cold iron longspear)

Both hands: **+13/+13/+8, 1d8+3** Crit: x3
 2-hand, P, Brace,

cold iron crossbow bolts

Crit: x2
 Ammo, P

Dagger

Main hand: **+12/+12/+7, 1d4+3** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+11/+11/+6, 1d4+3** Light, P/S

Holy Longspear of Chiba Family

Both hands: **+14/+14/+9, 1d8+5** Crit: x3
 plus 2d6 vs. evil 2-hand, P, Brace,

Light crossbow

Ranged: **+9/+9/+4, 1d8+2** Crit: 19-20/x2
 Ranged, both hands: **+11/+11/+6, 1d8+2** Rng: 80' 2-hand, P

+1 full plate

+10

Max Dex: +1, Armor Check: -5
 Spell Fail: 35%, Heavy, Slows

Gear

Total Weight Carried: 145/175 lbs, Heavy Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 adamantine morningstar 6 lbs
 +1 full plate 50 lbs
 +1 returning dagger 1 lb
 Amulet of natural armor +1 -
 Ancestral Weapon (cold iron longspear) *<In: Dropped* 9 lbs
 Artisan's tools, masterwork (Craft [tattoo]) *<In:* 5 lbs
 Backpack, masterwork (44 @ 45.38 lbs) 4 lbs
 Bandoleer -

Experience & Wealth

Experience Points: **75000/105000**
 Current Cash: **108 gp, 8 sp, 3 cp**

Gear

Total Weight Carried: 145/175 lbs, Heavy Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Blanket <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	1 lb
Chalk <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	-
Chest, medium (6 @ 7 lbs) <i><In: Dropped to</i>	50 lbs
Cloak of resistance +2	1 lb
cold iron crossbow bolts x50	0.1 lbs
Cold weather outfit	7 lbs
Dagger <i><In: Dropped to ground (3 @ 67 lbs)</i>	1 lb
Elemental gem (earth)	-
Elixir of hiding	-
Elixir of life	-
Everburning torch <i><In: Bandoleer</i>	1 lb
Flask <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	-
Headband of inspired wisdom +2	1 lb
Healer's Kit (10)	1 lb
Holy Longspear of Chiba Family	9 lbs
Holy Symbol (crescent moon of jade) <i><In: Bandoleer</i>	-
Incense of meditation	1 lb
Incense of meditation	1 lb
Incense of meditation	1 lb
Ink, black <i><In: Kit - writing (ink, quill & paper)</i>	-
Inkpen <i><In: Kit - writing (ink, quill & paper)</i>	-
Kit - writing (ink, quill & paper)	-
Knight's pennon of battle	1 lb
Light crossbow	4 lbs
Money <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	2.38 lbs
Oldlaw whiskey (per bottle) <i><In: Flask</i>	1 lb
Paper x30 <i><In: Kit - writing (ink, quill & paper)</i>	-
Powder x5 <i><In: Bandoleer</i>	0.5 lbs
Righteous medal of agility	-
Righteous medal of clarity	-
Righteous medal of valor	-
Ring of protection +1	-
Sack (empty) x3 <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	0.5 lbs
Scroll case (empty) <i><In: Bandoleer</i>	0.5 lbs
Scroll case (empty) <i><In: Bandoleer</i>	0.5 lbs
Scroll case (empty) <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	0.5 lbs
Scroll case (empty) <i><In: Bandoleer</i>	0.5 lbs
Scroll case (empty) <i><In: Bandoleer</i>	0.5 lbs
Scroll of comprehend languages, comprehend	-
Scroll of comprehend languages, comprehend	-
Scroll of divination	-
Scroll of heal	-
Scroll of resurrection	-
Scroll of spell resistance	-
Sewing needle <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	-
Shaving Kit <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	0.5 lbs
Silk rope <i><In: Backpack, masterwork (44 @ 45.38 lbs)</i>	5 lbs
Silversheen	-

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Bard: Inspire Courage: +2; Bless: +1; False Life: +9; Heroism: +2; Hit Points: +5; Mythic Haste:; Owl's Wisdom: +4; Protection from Evil: +2; Skill Points: +2

Gear

Total Weight Carried: 145/175 lbs, Heavy Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)
Soap <In: Backpack, masterwork (44 @ 45.38 0.5 lbs
Spyglass <In: Backpack, masterwork (44 @ 45.38 1 lb
Sunrod x17 <In: Backpack, masterwork (44 @ 45.38 1 lb
Tea (per cup) x4 <In: Chest, medium (6 @ 7 lbs) 0.5 lbs
Tea - average quality <In: Backpack, masterwork (44 @ -
Tea - good quality <In: Chest, medium (6 @ 7 lbs) -
Tea ceremony set <In: Chest, medium (6 @ 7 lbs) 5 lbs
Terendelev's scales (Cloudwalking)
Trail rations x5 <In: Backpack, masterwork (44 @ 1 lb
Traveller's outfit (Free) <In: Backpack, masterwork (44 @ -
Twine (50') <In: Backpack, masterwork (44 @ 0.5 lbs
valuable - Gems <In: Backpack, masterwork (44 @ 0.5 lbs
valuable - Gems (5) <In: Backpack, masterwork (44 @ -
valuable - Jade <In: Backpack, masterwork (44 @ 45.38 -
valuable - Moonstone <In: Backpack, masterwork (44 @ -
Wand of cure moderate wounds (9 charges)
Wand of silence (8 charges)
Waterskin <In: Backpack, masterwork (44 @ 45.38 4 lbs

Special Abilities

Advance (Ex)
Amazing Initiative (1/round) (Ex)
Aura (Ex)
Aura of Madness (30 ft., 9 rounds/day, DC 22) (Su)
Cleric Channel Positive Energy 5d6 (7/day, DC 20) (Su)
Cleric Domain (Insanity)
Cleric Domain (Repose)
Focus (Su)
Hard to Kill (Ex)
Insane Focus (11/day) (Su)
Mythic Power (11/day, Surge +1d8)
Painful Gambit (Ex)
Recuperation (Ex)
Shout of Defiance (1d6+8) (Su)
Spontaneous Casting
Surge (1d8) (Su)
Ward Against Death (30 ft., 9 rounds/day) (Su)

Spell-Like Abilities

Gentle Rest (11/day) (Sp)	□□□□□ □□□□□
	□

Tracked Resources

+1 returning dagger	□
Amazing Initiative (1/round) (Ex)	□
Aura of Madness (30 ft., 9 rounds/day, DC 22) (Su)	□□□□□ □□□□□
Child of the Crusades (1/day)	□
Cleric Channel Positive Energy 5d6 (7/day, DC 20) (Su)	□□□□□ □□□□□
cold iron crossbow bolts	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Dagger	□

Tracked Resources

Elixir of hiding	□
Elixir of life	□
Extra Channel (2/day)	□□
Heroism (1/day)	□
Insane Focus (11/day) (Su)	□□□□□ □□□□□ □
Levitate (5 ft diameter cloud pillar, 3/day)	□□□
Mythic Power (11/day, Surge +1d8)	□□□□□ □□□□□ □
Silversheen	□
Sunrod	□□□□□ □□□□□ □□□□□ □□
Trail rations	□□□□□
Ward Against Death (30 ft., 9 rounds/day) (Su)	□□□□□ □□□□□

Languages

Abyssal	Hallit
Common	Tien

Spells & Powers

Cleric spells memorized (CL 9th; concentration +17)
Melee Touch +12 Ranged Touch +11
5th —communal air walk ^{UC} , breath of life (DC 23), slay living ^D (DC 23)
4th —blessing of fervor ^{APG} (DC 22), deathless ^M , moonstruck ^{D,APG} (DC 22), communal protection from energy ^{UC} , steal power (DC 22)
3rd —dispel magic ^M , invisibility purge, prayer, communal resist energy ^{UC} , sand whirlwind (DC 21), speak with dead ^D (DC 21)
2nd —align weapon, burst of radiance (DC 20), owl's wisdom, communal protection from evil ^{UC} , silence ^M (DC 20), silence ^M (DC 20), touch of idiocy ^D
1st —bless, burning disarm (DC 19), lesser confusion ^D (DC 19), gorum's armor ^{ISWG} , liberating command ^{UC} , obscuring mist, weapons against evil
0th (at will) —create water, detect magic, light, purify food and drink (DC 18)

[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.

Arusala the good succubus

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",