

## Tsuguri Chiba

Male human cleric of Tsukiyo 10/Marshal 5 - CR 11  
 Lawful Good Humanoid (Human); Deity: Tsukiyo; 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	14/13	+2/+1	
<b>INT</b> INTELLIGENCE	12/16	+1/+3	
<b>WIS</b> WISDOM	23/27	+6/+8	
<b>CHA</b> CHARISMA	18	+4	

Saving Throw Total Base Ability Resist Misc Temp Notes

**FORTITUDE**  
(CONSTITUTION) +9 = +7 +1 +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) +4 = +3 +2 -1

Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects

**WILL**  
(WISDOM) +18 = +7 +8 +2 +1

Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects

Total Armor Shield Dex Size Natur Deflec Dodge Misc

**AC** 22 = +10 +1 +1 +1 +1

**Touch AC** 11    **Flat-Footed AC** 22  
BAB Strength Size Misc

**CM Bonus** +7 = +7 +1 -1

BAB Strength Dexterity Size

**CM Defense** 20 = 10 +7 +1 +0 -

**Base Attack** +7    **HP** 93

Damage / Current HP

**Initiative** +6

**Speed** 30 / 20 ft

+1 adamantine morningstar

Main hand: +8/+3, 1d8+2 Crit: x2

Both hands: +8/+3, 1d8+2 1-hand, B/P

+1 returning dagger

Main hand: +8/+3, 1d4+2 Crit: 19-20/x2

Rng: 10'

Ranged: +7/+2, 1d4+2 Light, P/S

**Ancestral Weapon (cold iron longspear)**

Both hands: +8/+3, 1d8+1 Crit: x3

2-hand, P, Brace,



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-7	DEX (0)	-	
	Speed greater/less than 30 ft. : -4 to jump			
<b>Appraise</b>	+2	INT (3)	-	
<b>Bluff</b>	+13	CHA (4)	10	
<b>Climb</b>	-6	STR (1)	-	
<b>Craft (tattoo)</b>	+9	INT (3)	2	
<b>Diplomacy</b>	+9	CHA (4)	3	
<b>Disable Device</b>	-	DEX (0)	-	
<b>Disguise</b>	+3	CHA (4)	-	
<b>Escape Artist</b>	-7	DEX (0)	-	
<b>Fly</b>	-7	DEX (0)	-	
<b>Handle Animal</b>	-	CHA (4)	-	
<b>Heal</b>	+11	WIS (8)	1	
<b>Intimidate</b>	+8	CHA (4)	5	
<b>Knowledge (planes)</b>	+10	INT (3)	5	
<b>Knowledge (religion)</b>	+15	INT (3)	10	
<b>Linguistics</b>	+7	INT (3)	2	
<b>Perception</b>	+17	WIS (8)	10	
	Spyglass: only -1/20' while using a spyglass, instead of -1/10'			
<b>Profession (soldier)</b>	+12	WIS (8)	2	
<b>Ride</b>	-7	DEX (0)	-	
<b>Sense Motive</b>	+20	WIS (8)	10	
<b>Sleight of Hand</b>	-	DEX (0)	-	
<b>Spellcraft</b>	+14	INT (3)	7	
<b>Stealth</b>	-7	DEX (0)	-	
<b>Survival</b>	+7	WIS (8)	-	
<b>Swim</b>	-6	STR (1)	-	
<b>Use Magic Device</b>	-	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  
 Selective Channeling [Mythic]  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Turn Undead (DC 21)

## Traits

Child of the Crusades (1/day)  
 Theoretical Magician

### cold iron crossbow bolts

Crit: x2  
 Ammo, P

### Dagger

Main hand: **+7/+2, 1d4+1** Crit: 19-20/x2  
 Rng: 10'  
 Ranged: **+6/+1, 1d4+1** Light, P/S

### Holy Longspear of Chiba Family

Both hands: **+9/+4, 1d8+3 plus 2d6 vs. evil** Crit: x3  
 2-hand, P, Brace,

### Light crossbow

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

### Armor of the pious (1/day)

**+10**

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

## Gear

### Total Weight Carried: 126/175 lbs, Heavy Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 adamantine morningstar	6 lbs
+1 returning dagger	1 lb
Amulet of natural armor +1	-
Ancestral Weapon (cold iron longspear) <i>&lt;In: Dropped</i>	9 lbs
Armor of the pious (1/day)	25 lbs
Artisan's tools, masterwork (Craft [tattoo]) <i>&lt;In:</i>	5 lbs
Backpack, masterwork (44 @ 45.38 lbs)	4 lbs
Bandoleer	-
Blanket <i>&lt;In: Backpack, masterwork (44 @ 45.38 lbs)</i>	1 lb
Chalk <i>&lt;In: Backpack, masterwork (44 @ 45.38 lbs)</i>	-
Chest, medium (6 @ 7 lbs) <i>&lt;In: Dropped to ground</i>	50 lbs
Cloak of resistance +2	1 lb

## Experience & Wealth

Experience Points: **105000/155000**  
 Current Cash: **108 gp, 8 sp, 3 cp**

## Gear

### Total Weight Carried: 126/175 lbs, Heavy Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

cold iron crossbow bolts x50	0.1 lbs
Cold weather outfit	7 lbs
Dagger <i>&lt;In: Dropped to ground (3 @ 67 lbs)</i>	1 lb
Elemental gem (earth)	-
Elixir of hiding	-
Elixir of life	-
Everburning torch <i>&lt;In: Bandoleer</i>	1 lb
Figurine (silver raven, 24 hours/week)	1 lb
Flask <i>&lt;In: Backpack, masterwork (44 @ 45.38 lbs)</i>	-
Headband of mental prowess +4 (Int, Wis, Bluff,	1 lb
Healer's Kit (10)	1 lb
Holy Longspear of Chiba Family	9 lbs
Holy Symbol (crescent moon of jade) <i>&lt;In: Bandoleer</i>	-
Incense of meditation	1 lb
Incense of meditation	1 lb
Incense of meditation	1 lb
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
Maximize metamagic rod (lesser, 3/day)	5 lbs
Money <i>&lt;In: Backpack, masterwork (44 @ 45.38</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>	-
Potion of cure moderate wounds	-
Powder x5 <i>&lt;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>&lt;In: Backpack, masterwork (44</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 commune	-
Scroll of comprehend languages, comprehend	-
Scroll of comprehend languages, comprehend	-
Scroll of divination	-
Scroll of heal	-
Scroll of plane shift	-
Scroll of resurrection	-
Scroll of resurrection	-
Scroll of spell resistance	-
Scroll of summon monster iv	-
Scroll of summon monster v	-
Scroll of summon monster v	-

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Adjustments Active:** Ability Score Drain: 1 Constitution; Hit Points: +5; Negative Levels: +1; Skill Points: +2

## Gear

<b>Total Weight Carried: 126/175 lbs, Heavy Load</b>	
<b>(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)</b>	
Scroll of summon monster vi	-
Scroll of summon monster vii	-
Sewing needle <In: Backpack, masterwork (44 @ 45.38	-
Shaving Kit <In: Backpack, masterwork (44 @ 0.5 lbs	
Silk rope <In: Backpack, masterwork (44 @ 45.38 5 lbs	
Silversheen	-
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	
Talisman of true faith	-
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., 10 rounds/day, DC 23) (Su)	
Cleric Channel Positive Energy 5d6 (7/day, DC 21) (Su)	
Cleric Domain (Insanity)	
Cleric Domain (Repose)	
Focus (Su)	
Hard to Kill (Ex)	
Insane Focus (11/day) (Su)	
Mythic Power (13/day, Surge +1d8)	
Mythic Saving Throws (Ex)	
Painful Gambit (Ex)	
Recuperation (Ex)	
Shout of Defiance (1d6+10) (Su)	
Spontaneous Casting	
Stand Tall (Su)	
Surge (1d8) (Su)	
Ward Against Death (30 ft., 10 rounds/day) (Su)	

## Spell-Like Abilities

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

## Tracked Resources

+1 returning dagger	□
Amazing Initiative (1/round) (Ex)	□
Armor of the pious (1/day)	□
Aura of Madness (30 ft., 10 rounds/day, DC 23) (Su)	□□□□□ □□□□□

## Tracked Resources

Child of the Crusades (1/day)	□
Cleric Channel Positive Energy 5d6 (7/day, DC 21) (Su)	□□□□□ □□
cold iron crossbow bolts	□□□□□ □□□□□
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	□□□□□ □□□□□
Dagger	□
Elixir of hiding	□
Elixir of life	□
Extra Channel (2/day)	□□
Figurine (silver raven, 24 hours/week)	□□□□□ □□□□□
	□□□□□ □□□□□
	□□□□□
Heroism (1/day)	□
Insane Focus (11/day) (Su)	□□□□□ □□□□□
	□
Levitate (5 ft diameter cloud pillar, 3/day)	□□□
Maximize metamagic rod (lesser, 3/day)	□□□
Mythic Power (13/day, Surge +1d8)	□□□□□ □□□□□
	□□□
Potion of cure moderate wounds	□
Silversheen	□
Sunrod	□□□□□ □□□□□
	□□□□□ □□□□□
Trail rations	□□□□□
Ward Against Death (30 ft., 10 rounds/day) (Su)	□□□□□ □□□□□

## Languages

Abyssal	Daemonic
Celestial	Hallit
Common	Tien

## Spells & Powers

**Cleric spells memorized** (CL 10th; concentration +18)  
**Melee Touch +7 Ranged Touch +6**  
**5th**—*communal air walk<sup>UC</sup>, breath of life<sup>M</sup>* (DC 23), *cleanse<sup>APG</sup>, slay living<sup>D</sup>* (DC 23)  
**4th**—*blessing of fervor<sup>APG</sup>* (DC 22), *deathless<sup>M</sup>, freedom of movement, moonstruck<sup>D,APG</sup>* (DC 22), *communal protection from energy<sup>UC</sup>, restoration*  
**3rd**—*dispel magic<sup>M</sup>, dispel magic<sup>M</sup>, invisibility purge, communal resist energy<sup>UC</sup>, sand whirlwind* (DC 21), *speak with dead<sup>D</sup>* (DC 21)  
**2nd**—*align weapon, burst of radiance* (DC 20), *consecrate, communal protection from evil<sup>UC</sup>, silence<sup>M</sup>* (DC 20), *silence<sup>M</sup>* (DC 20), *touch of idiocy<sup>D</sup>*  
**1st**—*bless, burning disarm* (DC 19), *lesser confusion<sup>D</sup>* (DC 19), *gorum's armor<sup>ISWG</sup>, liberating command<sup>UC</sup>, 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 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.

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",