

# James Lumptkino

Player: Drunken Tiefling

Male rakshasa-spawn tiefling rogue 1 - CR 1/2

Chaotic Good Outsider (Native); Deity: **Cayden Cailean**;  
Age: **74**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>13</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>17</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw Total Base Ability Resist Misc Temp Notes

**FORTITUDE**  
(CONSTITUTION) **+3** =  **+2**  **+1**

**REFLEX**  
(DEXTERITY) **+5** = **+2** **+3**

**WILL**  
(WISDOM) **+1** =  **+1**

**Energy Resistance, Cold (5)** **Energy Resistance, Fire (5)**

**Energy Resistance, Electricity (5)**

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>13</b>	=	<input type="text"/>	<input type="text"/> <b>+3</b> <input type="text"/>	<input type="text"/>				
<b>Touch AC</b> <b>13</b>	<b>Flat-Footed AC</b> <b>10</b>							
	BAB	Strength		Size		Misc		

CM Bonus	<b>+1</b>	=	<b>-</b>	<b>+1</b>	<b>-</b>	<b>-</b>

		BAB	Strength	Dexterity	Size
<b>CM Defense</b> <b>14</b>	= <b>10</b>	<input type="text"/> <b>-</b>	<b>+1</b>	<b>+3</b>	<b>-</b>

Base Attack	<b>+0</b>	<b>HP</b>	<b>11</b>

Initiative	<b>+3</b>	Damage / Current HP

Speed	<b>30 ft</b>

## Masterwork rapier

Main hand: **+2, 1d6+1**

Crit: 18-20/x2

Both hands: **+2, 1d6+1**

1-hand, P

## Masterwork studded leather

**+3**

Max Dex: +5, Armor Check: -  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+9</b>	DEX (3)	1	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+4</b>	CHA (0)	1	
<b>Climb</b>	<b>+5</b>	STR (1)	1	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disable Device</b>	<b>+6</b>	DEX (3)	1	
<b>Disguise</b>	<b>+6</b>	CHA (0)	1	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+5</b>	DEX (3)	-	
<b>Handle Animal</b>	-	CHA (0)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+0</b>	CHA (0)	-	
<b>Linguistics</b>	-	INT (1)	-	
<b>Perception</b>	<b>+5</b>	WIS (1)	1	
	Trapfinding: +1 to locate traps			
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+3</b>	WIS (1)	-	
<b>Sleight of Hand</b>	-	DEX (3)	-	
<b>Spellcraft</b>	-	INT (1)	-	
<b>Stealth</b>	<b>+7</b>	DEX (3)	1	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+5</b>	STR (1)	1	
<b>Use Magic Device</b>	<b>+4</b>	CHA (0)	1	

## Feats

Acrobatic

Armor Proficiency (Light)

Rogue Weapon Proficiencies

Simple Weapon Proficiency - All

## Special Abilities

+1 Fortitude save

Darkvision (60 feet)

Sneak Attack +1d6

Trapfinding +1

## Gear

**Total Weight Carried: 22/150 lbs, Light Load  
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

Masterwork rapier	2 lbs
Masterwork studded leather	20 lbs
Money	-

## Experience & Wealth

Current Cash: You have no money!

## Languages

Abyssal	Dwarven
Common	

# Silko

Player: Chris Kanute (npc)

Female mongrelman ranger 1 (Mongrelman +2) - CL3 - CR 2

Lawful Neutral Monstrous Humanoid; Deity: Iomedae; Eyes: two; Hair: Yes; Skin: limpid green

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	16	+3	
<b>DEX</b> DEXTERITY	17	+3	
<b>CON</b> CONSTITUTION	15	+2	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	16	+3	
<b>CHA</b> CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4	=	+2	+2			
<b>REFLEX</b> (DEXTERITY)	+8	=	+5	+3			
<b>WILL</b> (WISDOM)	+6	=	+3	+3			
Total		Armor	Shield	Dex	Size	Natur	Deflec Dodge Misc
<b>AC</b>	<b>19</b>	=	+4		+3	+2	
<b>Touch AC</b>	<b>13</b>						
<b>CM Bonus</b>	<b>+6</b>	=	+3	+3	-	-	
See the Base Attack (below) for modifiers that may also apply to CMB							
		BAB	Strength	Size	Dexterity	Size	
<b>CM Defense</b>	<b>19</b>	=	<b>10</b>	+3	+3	+3	-
<b>Base Attack</b>		+3		<b>HP</b>	<b>23</b>		
Favored Enemy (Humans +2) : +2 vs. humans							
<b>Initiative</b>		+3		Damage / Current HP			
<b>Speed</b>		30 ft					

## Cold iron arrows

Crit:  $\times 2$   
Ammo, P

Favored Enemy (Humans +2) : +2 vs. humans

## Cold iron longsword

Main hand: **+6, 1d8+3**

Crit: 19-20/ $\times 2$

Both hands: **+6, 1d8+4**

1-hand, S

Favored Enemy (Humans +2) : +2 vs. humans

## Masterwork cold iron longspear

Both hands: **+7, 1d8+4**

Crit:  $\times 3$   
2-hand, P, Brace,

Favored Enemy (Humans +2) : +2 vs. humans



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (3)	-	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>-3</b>	CHA (-3)	-	
Favored Enemy (Humans +2) : +2 vs. humans, <b>Sound Mimicry</b> : +8 bonus to mimic sounds (including accents and speech patterns, if a voice mimic) listened to for at least 10 min				
<b>Climb</b>	<b>+8</b>	STR (3)	3	
<b>Diplomacy</b>	<b>-3</b>	CHA (-3)	-	
<b>Disable Device</b>	-	DEX (3)	-	
<b>Disguise</b>	<b>-3</b>	CHA (-3)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (3)	-	
<b>Fly</b>	<b>+2</b>	DEX (3)	-	
<b>Handle Animal</b>	-	CHA (-3)	-	
<b>Heal</b>	<b>+3</b>	WIS (3)	-	
<b>Intimidate</b>	<b>-3</b>	CHA (-3)	-	
<b>Knowledge (dungeoneering)</b>	<b>+6</b>	INT (1)	2	
Favored Enemy (Humans +2) : +2 vs. humans				
<b>Linguistics</b>	-	INT (1)	-	
<b>Perception</b>	<b>+9</b>	WIS (3)	3	
Favored Enemy (Humans +2) : +2 vs. humans				
<b>Ride</b>	<b>+2</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+3</b>	WIS (3)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
<b>Sleight of Hand</b>	<b>+9</b>	DEX (3)	3	
<b>Spellcraft</b>	-	INT (1)	-	
<b>Stealth</b>	<b>+14</b>	DEX (3)	2	
<b>Survival</b>	<b>+9</b>	WIS (3)	3	
Favored Enemy (Humans +2) : +2 vs. humans, <b>Track</b> : +1 to track				
<b>Swim</b>	<b>+6</b>	STR (3)	1	
<b>Use Magic Device</b>	-	CHA (-3)	-	

## Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Marital Weapon Proficiency - All  
Point-Blank Shot  
Shield Proficiency  
Simple Weapon Proficiency - All  
Skill Focus (Stealth)  
Weapon Focus (Longbow)

## Special Abilities

Darkvision (60 feet)  
Favored Enemy (Humans +2) (Ex)  
Low-Light Vision  
Sound Mimicry (Ex)  
Track +1  
Wild Empathy -2 (Ex)

### Masterwork longbow

Ranged, both hands: **+8, 1d8**

Crit: x3  
Rng: 100'  
2-hand, P

Favored Enemy (Humans +2) : +2 vs. humans

### Slam (Mongrelman)

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

Crit: x2  
Light, B

Favored Enemy (Humans +2) : +2 vs. humans

### Masterwork chain shirt

**+4**

Max Dex: +4, Armor Check: -1  
Spell Fail: 20%, Light

### Gear

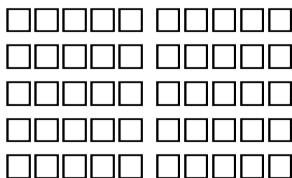
**Total Weight Carried: 49/230 lbs, Light Load**

**(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Cold iron arrows x50	0.15 lbs
Cold iron longsword	4 lbs
Masterwork chain shirt	25 lbs
Masterwork cold iron longspear	9 lbs
Masterwork longbow	3 lbs
Money	-
Potion of cure serious wounds	-
Wand of longstrider (10 charges)	-

### Tracked Resources

Cold iron arrows



Potion of cure serious wounds



### Languages

Common  
Hallit

Undercommon

### Spells & Powers

**Ranger spells memorized (CL 0th; concentration +3)**

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

### Experience & Wealth

Current Cash: **You have no money!**

## Tsuguri Chiba

Male human cleric of Tsukiyo 12/Marshal 6 - CR 14

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	<b>13/15</b>	<b>+1/+2</b>	
<b>DEX</b> DEXTERITY	<b>11/13</b>	<b>0/+1</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>12/18</b>	<b>+1/+4</b>	
<b>WIS</b> WISDOM	<b>26/30</b>	<b>+8/+10</b>	
<b>CHA</b> CHARISMA	<b>18</b>	<b>+4</b>	

Saving Throw Total Base Ability Resist Misc Temp Notes

<b>FORTITUDE</b> (CONSTITUTION)	<b>+12</b> = <b>+8</b> <b>+2</b> <b>+2</b> <b> </b> <b> </b>
Cold weather outfit : +5 circumstance bonus vs. cold weather, Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects	
<b>REFLEX</b> (DEXTERITY)	<b>+7</b> = <b>+4</b> <b>+1</b> <b>+2</b> <b> </b> <b> </b>
Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects	
<b>WILL</b> (WISDOM)	<b>+22</b> = <b>+8</b> <b>+10</b> <b>+2</b> <b>+2</b> <b> </b>
Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects	

**Immunity to Non-Mythic Disease** **Immunity to Non-Mythic Poison**

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>25</b>	= <b>+10</b>	<b> </b>	<b>+1</b>	<b> </b>	<b>+3</b>	<b>+1</b>	<b> </b>	<b> </b>
<b>Touch AC</b>	<b>12</b>	<b>Flat-Footed AC</b>		<b>24</b>	<b> </b>	<b> </b>	<b> </b>	<b> </b>
		BAB	Strength		Size		Misc	
<b>CM Bonus</b>	<b>+11</b>	= <b>+9</b>	<b>+2</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>
		BAB	Strength	Dexterity	Size			
<b>CM Defense</b>	<b>25</b>	= <b>10</b>	<b>+9</b>	<b>+2</b>	<b>+1</b>	<b>-</b>	<b>-</b>	<b>-</b>
<b>Base Attack</b>	<b>+9</b>		<b>HP</b>	<b>129</b>	Damage / Current HP			
<b>Initiative</b>	<b>+12</b>							
<b>Speed</b>	<b>30 / 0 ft</b>							

### +1 adamantine morningstar

Main hand: **+12/+7**, **1d8+3** Crit: x2  
Both hands: **+12/+7**, **1d8+4** 1-hand, B/P  
+1 returning dagger

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



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-5</b>	DEX (1)	-	
<b>Appraise</b>	<b>+4</b>	INT (4)	-	
<b>Bluff</b>	<b>+16</b>	CHA (4)	12	
<b>Climb</b>	<b>-4</b>	STR (2)	-	
<b>Craft (tattoo)</b>	<b>+11</b>	INT (4)	2	
<b>Diplomacy</b>	<b>+10</b>	CHA (4)	3	
<b>Disable Device</b>	-	DEX (1)	-	
<b>Disguise</b>	<b>+4</b>	CHA (4)	-	
<b>Escape Artist</b>	<b>-5</b>	DEX (1)	-	
<b>Fly</b>	<b>-5</b>	DEX (1)	-	
<b>Handle Animal</b>	-	CHA (4)	-	
<b>Heal</b>	<b>+14</b>	WIS (10)	1	
<b>Intimidate</b>	<b>+9</b>	CHA (4)	5	
<b>Knowledge (planes)</b>	<b>+12</b>	INT (4)	5	
<b>Knowledge (religion)</b>	<b>+17</b>	INT (4)	10	
<b>Linguistics</b>	<b>+9</b>	INT (4)	2	
<b>Perception</b>	<b>+22</b>	WIS (10)	12	
Spyglass: only -1/20' while using a spyglass, instead of -1/10'				
<b>Perform (act)</b>	<b>+4</b>	CHA (4)	-	
<b>Perform (comedy)</b>	<b>+4</b>	CHA (4)	-	
<b>Profession (soldier)</b>	<b>+15</b>	WIS (10)	2	
<b>Ride</b>	<b>-5</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+25</b>	WIS (10)	12	
<b>Sleight of Hand</b>	-	DEX (1)	-	
<b>Spellcraft</b>	<b>+20</b>	INT (4)	11	
<b>Stealth</b>	<b>-5</b>	DEX (1)	-	
<b>Survival</b>	<b>+10</b>	WIS (10)	-	

Skills					Experience & Wealth		
Skill Name	Total	Ability	Ranks	Temp	Experience Points: 220000/315000		
Swim	<b>-4</b>	STR (2)	-		Current Cash: 38,609 gp, 8 sp, 3 cp		
Use Magic Device	-	CHA (4)	-				
Feats					Gear		
Alignment Channel (Evil)					Total Weight Carried: 893/230 lbs, Over Load		
Alignment Channel [Mythic]					(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)		
Armor Proficiency (Heavy)					Acid x2	1 lb	
Armor Proficiency (Light)					Alkali flask	1 lb	
Armor Proficiency (Medium)					Amulet of natural armor +3	-	
Extra Channel (2/day)					Ancestral Weapon (cold iron longspear) <In:	9 lbs	
Improved Channel					Armor of the pious (1/day)	25 lbs	
Improved Initiative					Artisan's tools, masterwork (Craft [tattoo]) <In:	5 lbs	
Mythic Spell Lore [Mythic]					Backpack, masterwork (44 @ 815.4 lbs)	4 lbs	
Selective Channeling					Bandoleer	-	
Selective Channeling [Mythic]					Blanket <In: Backpack, masterwork (44 @ 815.4 lbs)	1 lb	
Shield Proficiency					Chalk <In: Backpack, masterwork (44 @ 815.4 lbs)>	-	
Simple Weapon Proficiency - All					Chest, medium (6 @ 7 lbs) <In: Dropped to	50 lbs	
Turn Undead (DC 22)					Cloak of resistance +2	1 lb	
Traits					Cold iron crossbow bolts x50	0.1 lbs	
Child of the Crusades (1/day)					Cold weather outfit	7 lbs	
Theoretical Magician					Dagger <In: Dropped to ground (4 @ 73 lbs)>	1 lb	
Ancestral Weapon (cold iron longspear)							
Both hands: <b>+12/+7, 1d8+3</b>		Crit: x3			Dust of disappearance	-	
		2-hand, P, Brace,			Dust of dryness	-	
Cold iron crossbow bolts							
		Crit: x2			Elemental gem (earth)	-	
		Ammo, P			Elixir of hiding	-	
Dagger							
Main hand: <b>+11/+6, 1d4+2</b>		Crit: 19-20/x2			Elixir of life	-	
		Rng: 10'			Everburning torch <In: Bandoleer>	1 lb	
Ranged: <b>+10/+5, 1d4+2</b>		Light, P/S			Figurine (silver raven, 24 hours/week)	1 lb	
Holy Longspear of Chiba Family							
Both hands: <b>+13/+8, 1d8+5</b>		Crit: x3			Flask <In: Backpack, masterwork (44 @ 815.4 lbs)>	-	
plus 2d6 vs. evil		2-hand, P, Brace,			Headband of mental prowess +4 (Int, Wis, Bluff, Healer's Kit (10)	1 lb	
Light crossbow					Holy Longspear of Chiba Family	9 lbs	
Ranged: <b>+8/+3, 1d8</b>		Crit: 19-20/x2			Holy Symbol (crescent moon of jade) <In: Bandoleer>	-	
Ranged, both hands: <b>+10/+5, 1d8</b>		Rng: 80'			Incense of meditation	1 lb	
		2-hand, P			Incense of meditation	1 lb	
Armor of the pious (1/day)				Incense of meditation	1 lb		
<b>+10</b>		Max Dex: +3, Armor Check: -3			Ink, black <In: Kit - writing (ink, quill & paper)>	-	
		Spell Fail: 25%, Medium, Slows			Inkpen <In: Kit - writing (ink, quill & paper)>	-	
Gear				Kit - writing (ink, quill & paper)	-		
Total Weight Carried: 893/230 lbs, Over Load							
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)							
+1 adamantine morningstar <In: Dropped to ground (4	6 lbs			Knight's pennon of battle	1 lb		
+1 returning dagger	1 lb			Light crossbow	4 lbs		
				Maximize metamagic rod (lesser, 3/day)	5 lbs		
				Money <In: Backpack, masterwork (44 @	772.4 lbs		
				Oldlaw whiskey (per bottle) <In: Flask>	1 lb		
				Paper x30 <In: Kit - writing (ink, quill & paper)>	-		
				Potion of cure moderate wounds	-		
				Powder x5 <In: Bandoleer>	0.5 lbs		
				Righteous medal of agility	-		
				Righteous medal of clarity	-		
				Righteous medal of valor	-		
				Ring of protection +1	-		
				Sack (empty) x3 <In: Backpack, masterwork (44	0.5 lbs		
				Scarab of protection (12 uses)	-		
				Scroll case (empty) <In: Bandoleer>	0.5 lbs		
				Scroll case (empty) <In: Bandoleer>	0.5 lbs		

## Validation Report

**Validation Report (0 issues):** Nothing identified  
**Adjustments Active:** Hit Points: +5; Shield Other: +1; Skill Points: +2

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## Gear

<b>Total Weight Carried: 893/230 lbs, Over Load</b>
<b>(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)</b>
Scroll case (empty) <In: Backpack, masterwork (44 @ 0.5 lbs)
Scroll case (empty) <In: Bandoleer> 0.5 lbs
Scroll case (empty) <In: Bandoleer> 0.5 lbs
Scroll of commune (x4) -
Scroll of comprehend languages, comprehend languages, -
Scroll of comprehend languages, comprehend languages, -
Scroll of divination -
Scroll of heal -
Scroll of plane shift -
Scroll of resurrection -
Scroll of resurrection -
Scroll of spell resistance -
Scroll of summon monster v -
Scroll of summon monster vi -
Scroll of summon monster vii -
Sewing needle <In: Backpack, masterwork (44 @ 815.4
Shaving Kit <In: Backpack, masterwork (44 @ 0.5 lbs
Silk rope <In: Backpack, masterwork (44 @ 815.4 5 lbs
Silversheen -
Soap <In: Backpack, masterwork (44 @ 815.4 0.5 lbs
Spyglass <In: Backpack, masterwork (44 @ 815.4 1 lb
Sunrod x17 <In: Backpack, masterwork (44 @ 815.4 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 @ 815.4 -
valuable - Moonstone <In: Backpack, masterwork (44 @ -
Wand of cure moderate wounds -
Wand of cure moderate wounds (9 charges) -
Wand of dismissal (5 charges) -
Wand of dispel magic (4 charges) -
Wand of prayer (3 charges) -
Wand of shield of faith (CL 7th, 5 charges) -
Wand of silence (8 charges) -
Waterskin <In: Backpack, masterwork (44 @ 815.4 4 lbs

## Special Abilities

Advance (Ex)
Amazing Initiative (1/round) (Ex)
Aura (Ex)
Aura of Madness (30 ft., 12 rounds/day, DC 26) (Su)
Cleric Channel Positive Energy 6d6 (7/day, DC 22) (Su)
Cleric Domain (Insanity)
Cleric Domain (Repose)
Focus (Su)
Force of Will (Ex)
Hard to Kill (Ex)
Insane Focus (13/day) (Su)
Mythic Power (15/day, Surge +1d8)
Mythic Saving Throws (Ex)
Painful Gambit (Ex)

## Special Abilities

Recuperation (Ex)
Shout of Defiance (1d6+12) (Su)
Spontaneous Casting
Stand Tall (Su)
Surge (1d8) (Su)
Ward Against Death (30 ft., 12 rounds/day) (Su)

## Spell-Like Abilities

Gentle Rest (13/day) (Sp)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/>

## Tracked Resources

+1 returning dagger	<input type="checkbox"/>
Acid	<input type="checkbox"/> <input type="checkbox"/>
Alkali flask	<input type="checkbox"/>
Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>
Armor of the pious (1/day)	<input type="checkbox"/>
Aura of Madness (30 ft., 12 rounds/day, DC 26) (Su)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/>
Child of the Crusades (1/day)	<input type="checkbox"/>
Cleric Channel Positive Energy 6d6 (7/day, DC 22) (Su)	<input type="checkbox"/>
Cold iron crossbow bolts	<input type="checkbox"/>
	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dust of disappearance	<input type="checkbox"/>
Dust of dryness	<input type="checkbox"/>
Elixir of hiding	<input type="checkbox"/>
Elixir of life	<input type="checkbox"/>
Extra Channel (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Figurine (silver raven, 24 hours/week)	<input type="checkbox"/>
	<input type="checkbox"/>
Heroism (1/day)	<input type="checkbox"/>
Insane Focus (13/day) (Su)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/>
Levitate (5 ft diameter cloud pillar, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Maximize metamagic rod (lesser, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mythic Power (15/day, Surge +1d8)	<input type="checkbox"/>
	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Scarab of protection (12 uses)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/>
Silversheen	<input type="checkbox"/>

Tracked Resources		Background	
Sunrod	□□□□□□ □□□□□□	Arena Cloths ---> 1500gp	
	□□□□□□ □□	Lexicon of Paradox - evil book	
Trail rations	□□□□□□	Map of the World Wound	
Wand of cure moderate wounds	□□□□□□ □□□□□□		
	□□□□□□ □□□□□□		
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Ward Against Death (30 ft., 12 rounds/day) (Su)	□□□□□□ □□□□□□		
	□□□□□□		
	□□		
Languages			
Abyssal	Daemonic		
Celestial	Hallit		
Common	Tien		

## Spells & Powers

**Cleric spells memorized** (CL 12th; concentration +22)

**Melee Touch** +11/+6 **Ranged Touch** +10/+5

**6th**—*chains of light* (DC 26), *greater dispel magic*, *heal<sup>M</sup>*, *heal<sup>M</sup>*, *phantasmal web<sup>D,APG</sup>* (DC 26)

**5th**—*breath of life<sup>M</sup>* (DC 25), *breath of life<sup>M</sup>* (DC 25), *cleanse<sup>APG</sup>*, *life bubble<sup>APG</sup>* (DC 25), *slay living<sup>D</sup>* (DC 25), *true seeing*

**4th**—*blessing of fervor<sup>APG</sup>* (DC 24), *freedom of movement*, *freedom of movement*, *freedom of movement*, *moonstruck<sup>D,APG</sup>* (DC 24), *communal protection from energy<sup>UC</sup>*

**3rd**—*communal delay poison<sup>UC</sup>*, *communal delay poison<sup>UC</sup>*, *dispel magic<sup>M</sup>*, *dispel magic<sup>M</sup>*, *invisibility purge*, *communal resist energy<sup>UC</sup>*, *speak with dead<sup>D</sup>* (DC 23)

**2nd**—*eagle's splendor*, *effortless armor<sup>UC</sup>*, *communal protection from evil<sup>UC</sup>*, *lesser restoration*, *lesser restoration*, *silence<sup>M</sup>* (DC 22), *silence<sup>M</sup>* (DC 22), *touch of idiocy<sup>D</sup>*

**1st**—*burning disarm* (DC 21), *dancing lantern<sup>APG</sup>*, *deathwatch<sup>D</sup>*, *detect charm*, *endure elements*, *haze of dreams* (DC 21), *liberating command<sup>UC</sup>*, *obscuring mist*

**0th (at will)**—*create water*, *detect magic*, *light*, *purify food and drink* (DC 20)

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

- 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",