

## 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	13	+1	
<b>DEX</b> DEXTERITY	17	+3	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3	=		+2		+1	
<b>REFLEX</b> (DEXTERITY)	+5	=	+2	+3			
<b>WILL</b> (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> 13	=		+3					

<b>Touch AC</b>	<b>13</b>	<b>Flat-Footed AC</b>	<b>10</b>	
		BAB	Strength	Size
				Misc

<b>CM Bonus</b> +1	=	-	+1	-	-
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		BAB	Strength	Dexterity	Size
CM Defense	14 = 10	-	+1	+3	-

<b>Base Attack</b>	+0	<b>HP</b>	11
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Initiative	Speed	Damage / Current HP
+3	30 ft	

### 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>	+9	DEX (3)	1	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+4	CHA (0)	1	
<b>Climb</b>	+5	STR (1)	1	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disable Device</b>	+6	DEX (3)	1	
<b>Disguise</b>	+6	CHA (0)	1	
<b>Escape Artist</b>	+3	DEX (3)	-	
<b>Fly</b>	+5	DEX (3)	-	
<b>Handle Animal</b>	-	CHA (0)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Linguistics</b>	-	INT (1)	-	
<b>Perception</b>	+5	WIS (1)	1	
Trapfinding: +1 to locate traps				
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+3	WIS (1)	-	
<b>Sleight of Hand</b>	-	DEX (3)	-	
<b>Spellcraft</b>	-	INT (1)	-	
<b>Stealth</b>	+7	DEX (3)	1	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+5	STR (1)	1	
<b>Use Magic Device</b>	+4	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	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>17</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>15</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>16</b>	<b>+3</b>	
<b>CHA</b> CHARISMA	<b>5</b>	<b>-3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	=	<b>+2</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+8</b>	=	<b>+5</b>	<b>+3</b>			
<b>WILL</b> (WISDOM)	<b>+6</b>	=	<b>+3</b>	<b>+3</b>			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>19</b>	=	<b>+4</b>		<b>+3</b>		<b>+2</b>		
<b>Touch AC</b> <b>13</b>								
<b>Flat-Footed AC</b> <b>16</b>								
			BAB	Strength	Size	Misc		

<b>CM Bonus</b> <b>+6</b>	=	<b>+3</b>	<b>+3</b>	<b>-</b>	<b>-</b>
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	19	=	10	<b>+3</b>	<b>+3</b>	<b>+3</b>	<b>-</b>
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<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>23</b>
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Favored Enemy (Humans +2) : +2 vs. humans

<b>Initiative</b>	<b>+3</b>	<b>Damage / Current HP</b>
<b>Speed</b>	<b>30 ft</b>	

### Cold iron arrows

Crit: x2  
Ammo, P

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

### Cold iron longsword

Main hand: **+6, 1d8+3** Crit: 19-20/x2  
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: x3  
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>	<b>-</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>	<b>-</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>	<b>-</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>	<b>-</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>	<b>-</b>	CHA (-3)	-	

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Martial 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	<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"/>
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Potion of cure serious wounds	<input type="checkbox"/>

### Languages

Common	Undercommon
Hallit	

### 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>=</b>	<b>+8</b>	<b>+2</b>	<b>+2</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>=</b>	<b>+4</b>	<b>+1</b>	<b>+2</b>		
	Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects						
<b>WILL</b> (WISDOM)	<b>+22</b>	<b>=</b>	<b>+8</b>	<b>+10</b>	<b>+2</b>	<b>+2</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>=</b>	<b>+10</b>		<b>+1</b>		<b>+3</b>	<b>+1</b>	
<b>Touch AC</b> <b>12</b>								
<b>CM Bonus</b> <b>+11</b>	<b>=</b>	<b>+9</b>		<b>+2</b>		<b>-</b>	<b>-</b>	

CM Defense	25	=	10	BAB	Strength	Dexterity	Size
				<b>+9</b>	<b>+2</b>	<b>+1</b>	<b>-</b>

<b>Base Attack</b>	<b>+9</b>	<b>HP</b>	<b>129</b>
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Initiative	Speed	Damage / Current HP
<b>+12</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  
Ranged: **+11/+6, 1d4+3** Rng: 10'  
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>	<b>-</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>	<b>-</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>	<b>-</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				
Skill Name	Total	Ability	Ranks	Temp
<b>Swim</b>	<b>-4</b>	STR (2)	-	
<b>Use Magic Device</b>	<b>-</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				
Improved Initiative				
Mythic Spell Lore [Mythic]				
Selective Channeling				
Selective Channeling [Mythic]				
Shield Proficiency				
Simple Weapon Proficiency - All				
Turn Undead (DC 22)				

Traits				
Child of the Crusades (1/day)				
Theoretical Magician				

Ancestral Weapon (cold iron longspear)				
Both hands: <b>+12/+7, 1d8+3</b>				Crit: x3
				2-hand, P, Brace,

Cold iron crossbow bolts				
				Crit: x2
				Ammo, P

Dagger				
Main hand: <b>+11/+6, 1d4+2</b>				Crit: 19-20/x2
				Rng: 10'
Ranged: <b>+10/+5, 1d4+2</b>				Light, P/S

Holy Longspear of Chiba Family				
Both hands: <b>+13/+8, 1d8+5</b>				Crit: x3
<b>plus 2d6 vs. evil</b>				2-hand, P, Brace,

Light crossbow				
Ranged: <b>+8/+3, 1d8</b>				Crit: 19-20/x2
				Rng: 80'
Ranged, both hands: <b>+10/+5, 1d8</b>				2-hand, P

Armor of the pious (1/day)				
<b>+10</b>				Max Dex: +3, Armor Check: -3
				Spell Fail: 25%, Medium, Slows

Gear				
<b>Total Weight Carried: 893/230 lbs, Over Load</b>				
<b>(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)</b>				
+1 adamantine morningstar	<In: Dropped to ground (4	6 lbs		
+1 returning dagger		1 lb		

Experience & Wealth	
Experience Points:	<b>220000/315000</b>
Current Cash:	<b>38,609 gp, 8 sp, 3 cp</b>

Gear	
<b>Total Weight Carried: 893/230 lbs, Over Load</b>	
<b>(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)</b>	
Acid x2	1 lb
Alkali flask	1 lb
Amulet of natural armor +3	-
Ancestral Weapon (cold iron longspear) <In:	9 lbs
Armor of the pious (1/day)	25 lbs
Artisan's tools, masterwork (Craft [tattoo]) <In:	5 lbs
Backpack, masterwork (44 @ 815.4 lbs)	4 lbs
Bandoleer	-
Blanket <In: Backpack, masterwork (44 @ 815.4	1 lb
Chalk <In: Backpack, masterwork (44 @ 815.4 lbs)>	-
Chest, medium (6 @ 7 lbs) <In: Dropped to	50 lbs
Cloak of resistance +2	1 lb
Cold iron crossbow bolts x50	0.1 lbs
Cold weather outfit	7 lbs
Dagger <In: Dropped to ground (4 @ 73 lbs)>	1 lb
Dust of disappearance	-
Dust of dryness	-
Elemental gem (earth)	-
Elixir of hiding	-
Elixir of life	-
Everburning torch <In: Bandoleer>	1 lb
Figurine (silver raven, 24 hours/week)	1 lb
Flask <In: Backpack, masterwork (44 @ 815.4 lbs)>	-
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) <In: Bandoleer>	-
Incense of meditation	1 lb
Incense of meditation	1 lb
Incense of meditation	1 lb
Ink, black <In: Kit - writing (ink, quill & paper)>	-
Inkpen <In: Kit - writing (ink, quill & paper)>	-
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 <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	
<b>Validation Report (0 issues):</b> Nothing identified	
<b>Adjustments Active:</b> Hit Points: +5; Shield Other: +1; Skill Points: +2	
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## Gear

**Total Weight Carried: 893/230 lbs, Over Load**

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

Scroll case (empty) <In: Backpack, masterwork (44 @ 815.4 0.5 lbs  
 Scroll case (empty) <In: Bandoeer> 0.5 lbs  
 Scroll case (empty) <In: Bandoeer> 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) ☐☐☐☐☐ ☐☐☐☐☐  
☐☐☐

## Tracked Resources

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

## Tracked Resources

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"/>
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Wand of cure moderate wounds	<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"/>
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Ward Against Death (30 ft., 12 rounds/day) (Su)	<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"/>
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## 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

## Background

Arena Cloths ---> 1500gp  
Lexicon of Paradox - evil book  
Map of the World Wound

- 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",