

Tsuguri Chiba

Male human cleric of Tsukiyō 14/Marshal 8 - CR 17

Lawful Good Humanoid (Human); Deity: Tsukiyō; Age: 18; Height: 5' 10"; Weight: 140 lb.; Eyes: Green; Hair: Black; Skin: asian

Ability	Score	Modifier	Temporary
STR STRENGTH	13/15	+1/+2	
DEX DEXTERITY	11/13	0/+1	
CON CONSTITUTION	14/20	+2/+5	
INT INTELLIGENCE	12/18	+1/+4	
WIS WISDOM	28/32	+9/+11	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+18 = +9 +5 +4 						Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects
REFLEX (DEXTERITY)	+10 = +4 +1 +4 +1 						Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects
WILL (WISDOM)	+26 = +9 +11 +4 +2 						Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects

Immunity to Non-Mythic Disease Spell Resistance (12)

Immunity to Non-Mythic Poison

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 35	= +13	+4	 	 	+3	+4	+1	
Touch AC	15					34		
			BAB	Strength		Size		Misc
CM Bonus	+13	= +10	+2	-		-		
			BAB	Strength	Dexterity	Size		
CM Defense	30	= 10	+10	+2	+1	-		
Base Attack			+10		HP	197		
						Damage / Current HP		
Initiative			+14					
Speed			30 ft					

+1 adamantine morningstar

Main hand: **+14/+14/+9**, 1d8+3 Crit: x2
Both hands: **+14/+14/+9**, 1d8+4 1-hand, B/P
+1 returning dagger

Main hand: **+14/+14/+9**, 1d4+3 Crit: 19-20/x2
Ranged: **+13/+8**, 1d4+3 Rng: 10'
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (1)	-	
Appraise	+4	INT (4)	-	
Bluff	+18	CHA (4)	14	
Climb	-4	STR (2)	-	
Craft (tattoo)	+11	INT (4)	2	
Diplomacy	+10	CHA (4)	3	
Disable Device	-	DEX (1)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	-5	DEX (1)	-	
Fly	-5	DEX (1)	-	
Handle Animal	-	CHA (4)	-	
Heal	+15	WIS (11)	1	
Intimidate	+10	CHA (4)	6	
Knowledge (planes)	+13	INT (4)	6	
Knowledge (religion)	+21	INT (4)	14	
Linguistics	+9	INT (4)	2	
Perception	+25	WIS (11)	14	
	Spyglass: only -1/20' while using a spyglass, instead of -1/10'			
Perform (act)	+4	CHA (4)	-	
Perform (comedy)	+4	CHA (4)	-	
Profession (soldier)	+16	WIS (11)	2	
Ride	-5	DEX (1)	-	
Sense Motive	+28	WIS (11)	14	
Sleight of Hand	-	DEX (1)	-	
Spellcraft	+23	INT (4)	14	
Stealth	-5	DEX (1)	-	
Survival	+11	WIS (11)	-	

Skills					Experience & Wealth			
Skill Name	Total	Ability	Ranks	Temp	Experience Points: 445000/635000	Current Cash: 14,986 gp, 8 sp, 3 cp		
!Swim	-4	STR (2)	-					
Use Magic Device	-	CHA (4)	-					
Feats					Gear			
Alignment Channel (Evil)					Total Weight Carried: 425/230 lbs, Over Load			
Alignment Channel [Mythic]					(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)			
Armor Proficiency (Heavy)								
Armor Proficiency (Light)					Ancestral Weapon (cold iron longspear) <In: Ancestral Weapon (cold iron longspear)	9 lbs		
Armor Proficiency (Medium)					Artisan's tools, masterwork (Craft [tattoo]) <In: Artisan's tools, masterwork (Craft [tattoo])	5 lbs		
Extra Channel (2/day)					Backpack, masterwork (20 @ 319.44 lbs) <In: Backpack, masterwork (20 @ 319.44 lbs)	4 lbs		
Improved Channel					Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	15 lbs		
Improved Channel [Mythic]					Bandoleer <In: Bandoleer	-		
Improved Initiative					Belt of mighty constitution +6 <In: Belt of mighty constitution +6	1 lb		
Mythic Spell Lore [Mythic]					Blanket <In: Backpack, masterwork (20 @ 319.44 lbs) <In: Backpack, masterwork (20 @ 319.44 lbs)	1 lb		
Selective Channeling					Chalk <In: Backpack, masterwork (20 @ 319.44 lbs) <In: Backpack, masterwork (20 @ 319.44 lbs)	-		
Selective Channeling [Mythic]					Chest, medium (6 @ 7 lbs) <In: Dropped to Chest, medium (6 @ 7 lbs)	50 lbs		
Shield Proficiency					Cloak of resistance +2 <In: Cloak of resistance +2	1 lb		
Simple Weapon Proficiency - All					Cold weather outfit <In: Dropped to ground (5 @ 7 lbs) <In: Dropped to ground (5 @ 7 lbs)	7 lbs		
Spell Penetration					Dust of disappearance <In: Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	-		
Turn Undead (DC 23)					Dust of dryness <In: Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	-		
Traits					Elemental gem (earth) <In: Elemental gem (earth)	-		
Child of the Crusades (1/day)					Elixir of hiding <In: Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	-		
Theoretical Magician					Elixir of life <In: Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	-		
Ancestral Weapon (cold iron longspear)					Everburning torch <In: Bandoleer <In: Bandoleer	1 lb		
Both hands: +14/+14/+9, 1d8+3		Crit: x3			Figurine (silver raven, 24 hours/week) <In: Bag of figurine (silver raven, 24 hours/week)	1 lb		
		2-hand, P, Brace,			Headband of mental prowess +4 (Int, Wis, Bluff, Headband of mental prowess +4 (Int, Wis, Bluff,	1 lb		
Heavy shield bash					Heavy shield bash <In: Heavy shield bash	-		
Main hand: +9/+9/+4, 1d4+2		Crit: x2			Holy Longspear of Chiba Family <In: Holy Longspear of Chiba Family	9 lbs		
Both hands: +9/+9/+4, 1d4+3		1-hand, B			Holy Symbol (crescent moon of jade) <In: Bandoleer <In: Bandoleer	-		
Holy Longspear of Chiba Family					Incense of meditation <In: Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	1 lb		
Both hands: +15/+15/+10, 1d8+5 plus 2d6 vs. evil		Crit: x3			Incense of meditation <In: Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	1 lb		
		2-hand, P, Brace,			Incense of meditation <In: Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	1 lb		
+5 half-plate					Ink, black <In: Kit - writing (ink, quill & paper) <In: Kit - writing (ink, quill & paper)	-		
+13		Max Dex: +0, Armor Check: -6			Inkpen <In: Kit - writing (ink, quill & paper) <In: Kit - writing (ink, quill & paper)	-		
		Spell Fail: 40%, Heavy, Slows			Kit - writing (ink, quill & paper) <In: Kit - writing (ink, quill & paper)	-		
Lion's shield (3/day)					Knight's pennon of battle <In: Knight's pennon of battle	1 lb		
+4		Max Dex: -, Armor Check: -			Lion's shield (3/day) <In: Lion's shield (3/day)	15 lbs		
		Spell Fail: 15%, Shield			Maximize metamagic rod (lesser, 3/day) <In: Maximize metamagic rod (lesser, 3/day)	5 lbs		
Gear					Medallion of thoughts <In: Medallion of thoughts	-		
Total Weight Carried: 425/230 lbs, Over Load					Money <In: Backpack, masterwork (20 @ 299.94 lbs) <In: Backpack, masterwork (20 @ 299.94 lbs)	299.94 lbs		
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)					Paper x30 <In: Kit - writing (ink, quill & paper) <In: Kit - writing (ink, quill & paper)	-		
+1 adamantine morningstar <In: Dropped to ground (5 @ 6 lbs)					Potion of cure moderate wounds <In: Potion of cure moderate wounds	-		
+1 returning dagger <In: Dropped to ground (5 @ 80 lbs)		1 lb			Powder x5 <In: Bandoleer <In: Bandoleer	0.5 lbs		
+5 half-plate		50 lbs			Righteous medal of agility <In: Righteous medal of agility	-		
Amulet of natural armor +3		-			Righteous medal of clarity <In: Righteous medal of clarity	-		
					Righteous medal of valor <In: Righteous medal of valor	-		
					Ring of protection +2 <In: Ring of protection +2	-		
					Sack (empty) x3 <In: Backpack, masterwork (20 @ 0.5 lbs) <In: Backpack, masterwork (20 @ 0.5 lbs)	0.5 lbs		
					Scarab of protection (12 uses) <In: Bag of holding I (11 @ 1 lbs) <In: Bag of holding I (11 @ 1 lbs)	-		
					Scroll of commune (x3) <In: Bag of holding I (11 @ 4 lbs) <In: Bag of holding I (11 @ 4 lbs)	-		
					Scroll of comprehend languages, comprehend <In: Scroll of comprehend languages, comprehend	-		
					Scroll of comprehend languages, comprehend <In: Scroll of comprehend languages, comprehend	-		
					Scroll of dismissal <In: Scroll of dismissal	-		
					Scroll of divination <In: Scroll of divination	-		
					Scroll of heal <In: Scroll of heal	-		
					Scroll of heal <In: Scroll of heal	-		

Validation Report

Validation Report (1 issues): Cleric: Memorize more spells!

Adjustments Active: Haste:; Hit Points: +5; Holy Aura: +4; Skill Points: +2; Spell Resistance: +12

Gear

Total Weight Carried: 425/230 lbs, Over Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)
Scroll of plane shift
Scroll of resurrection
Scroll of resurrection
Scroll of spell resistance
Scroll of summon monster vi
Scroll of summon monster vii
Sewing needle <In: Backpack, masterwork (20 @ 319.44
Shaving Kit <In: Backpack, masterwork (20 @ 0.5 lbs
Silk rope <In: Backpack, masterwork (20 @ 319.44 5 lbs
Soap <In: Backpack, masterwork (20 @ 319.44 0.5 lbs
Spyglass <In: Backpack, masterwork (20 @ 319.44 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 (20 @ -
Tea - good quality <In: Chest, medium (6 @ 7 lbs) -
Tea ceremony set <In: Chest, medium (6 @ 7 lbs) 5 lbs
Terendelev's scales (Cloudwalking)
Traveller's outfit (Free) <In: Backpack, masterwork (20 @ -
Twine (50') <In: Backpack, masterwork (20 @ 0.5 lbs
valuable - Gems <In: Backpack, masterwork (20 0.5 lbs
valuable - Gems (5) <In: Backpack, masterwork (20 @ -
valuable - Jade <In: Backpack, masterwork (20 @ -
valuable - Moonstone <In: Backpack, masterwork (20 @ -
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 (20 @ 319.44 4 lbs

Special Abilities

Advance (Ex)
Amazing Initiative (1/round) (Ex)
Aura (Ex)
Aura of Madness (30 ft., 14 rounds/day, DC 28) (Su)
Cleric Channel Positive Energy 7d6 (7/day, DC 23) (Su)
Cleric Domain (Insanity)
Cleric Domain (Repose)
Display of Wisdom (Su)
Focus (Su)
Force of Will (Ex)
Hard to Kill (Ex)
Insane Focus (14/day) (Su)
Inspiring Assault (8 rounds) (Su)
Mythic Power (19/day, Surge +1d10)
Mythic Saving Throws (Ex)
Painful Gambit (Ex)
Recuperation (Ex)
Shout of Defiance (1d6+16) (Su)
Spontaneous Casting
Stand Tall (Su)
Surge (1d10) (Su)
Unstoppable (Ex)
Ward Against Death (30 ft., 14 rounds/day) (Su)

Spell-Like Abilities

Gentle Rest (14/day) (Sp)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

+1 returning dagger	<input type="checkbox"/>
Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>
Aura of Madness (30 ft., 14 rounds/day, DC 28) (Su)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Child of the Crusades (1/day)	<input type="checkbox"/>
Cleric Channel Positive Energy 7d6 (7/day, DC 23) (Su)	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Heroism (1/day)	<input type="checkbox"/>
Insane Focus (14/day) (Su)	<input type="checkbox"/>
	<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"/>
Lion's shield (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 (19/day, Surge +1d10)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <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"/>
Wand of cure moderate wounds	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure moderate wounds (9 charges)	<input type="checkbox"/>
Wand of dismissal (5 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of dispel magic (4 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of prayer (3 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of shield of faith (CL 7th, 5 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of silence (8 charges)	<input type="checkbox"/>
Ward Against Death (30 ft., 14 rounds/day) (Su)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal

Daemonic

Languages		Background
Celestial Common	Hallit Tien	Arena Cloths ---> 1500gp Lexicon of Paradox - evil book Map of the World Wound Planar Tuning Fork

Spells & Powers

Cleric spells memorized (CL 14th; concentration +25)

Melee Touch +13/+8 **Ranged Touch** +12/+7

7th—*hymn of peace* (DC 28), *insanity^D* (DC 28), *regenerate^M*, *repulsion* (DC 28), *summon monster VII*

6th—*blade barrier^M* (DC 27), *chains of light* (DC 27), *greater dispel magic*, *heal^M*, *phantasmal web^{D,APG}* (DC 27), *mass planar adaptation^{APG}* (DC 27)

5th—*breath of life^M* (DC 26), *cleanse^{APG}*, *life bubble^{APG}* (DC 26), *plane shift* (DC 26), *slay living^D* (DC 26), *true seeing*

4th—*blessing of fervor^{M,APG}* (DC 25), *blessing of fervor^{M,APG}* (DC 25), *freedom of movement*, *freedom of movement*, *moonstruck^{D,APG}* (DC 25), *communal protection from energy^{UC}*

3rd—*create food and water*, *dispel magic^M*, *dispel magic^M*, *invisibility purge*, *remove blindness/deafness*, *communal resist energy^{UC}*, *communal resist energy^{UC}*, *speak with dead^D* (DC 24)

2nd—*remove paralysis*, *resist energy*, *lesser restoration*, *lesser restoration*, *silence^M* (DC 23), *silence^M* (DC 23), *status*, *touch of idiocy^D*, *communal water walk^{UC}*

1st—*burning disarm* (DC 22), *dancing lantern^{APG}*, *deathwatch^D*, *detect charm*, *endure elements*, *haze of dreams* (DC 22), *liberating command^{UC}*, *obscuring mist*

0th (at will)—*create water*, *detect magic*, *light*, *purify food and drink* (DC 21)

[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",

Sourcebooks Used

- **Advanced Player's Guide** - Blessing of Fervor (spell); Cleanse (spell); Insanity (special ability); Dancing Lantern (spell); Elixir of life (equipment); Life Bubble (spell); Moonstruck (spell); Phantasmal Web (spell); Planar Adaptation, Mass (spell)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - Twine (50') (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide / Seekers of Secrets / Ultimate Equipment** - Powder (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment); Chest, medium (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Knight's pennon of battle (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Tea (per cup) (equipment); Tea ceremony set (equipment)
- **Andoran, Spirit of Liberty** - Detect Charm (spell)
- **Andoran, Spirit of Liberty / Ultimate Combat** - Liberating Command (spell)
- **Champions of Purity** - Chains of Light (spell); Hymn of Peace (spell)
- **Cheliax, Empire of Devils** - Burning Disarm (spell); Theoretical Magician (trait)
- **Demon Hunter's Handbook / Wrath of the Righteous** - Child of the Crusades (trait)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Faiths of Purity / Inner Sea Gods** - Haze of Dreams (spell)
- **Inner Sea Races / Inner Sea World Guide** - Hallit (language)
- **Mythic Adventures** - Advance (special ability); Alignment Channel (feat); Deathless (spell); Display of Wisdom (special ability); Enhanced Ability (Wisdom) (special ability); Focus (special ability); Improved Channel (feat); Inspiring Assault (special ability); Mythic Spell Lore (feat); Painful Gambit (special ability); Pure Body (special ability); Selective Channeling (feat); Shout of Defiance (special ability); Stand Tall (special ability)
- **Ultimate Combat** - Protection from Energy, Communal (spell); Resist Energy, Communal (spell); Water Walk, Communal (spell)
- **Wrath of the Righteous** - Righteous medal of agility (equipment); Righteous medal of clarity (equipment); Righteous medal of valor (equipment); Talisman of true faith (equipment); Terendelev's scales (Cloudwalking) (equipment)