

Tsuguri Chiba

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

Lawful Good Humanoid (Human); Deity: **Tsukiyo**; 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	Flat-Footed AC 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
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		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				
Skill Name	Total	Ability	Ranks	Temp
Swim	-4	STR (2)	-	
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				
Improved Channel [Mythic]				
Improved Initiative				
Mythic Spell Lore [Mythic]				
Selective Channeling				
Selective Channeling [Mythic]				
Shield Proficiency				
Simple Weapon Proficiency - All				
Spell Penetration				
Turn Undead (DC 23)				

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

Ancestral Weapon (cold iron longsword)				
Both hands: +14/+14/+9, 1d8+3				Crit: x3
			2-hand, P, Brace,	

Heavy shield bash				
Main hand: +9/+9/+4, 1d4+2				Crit: x2
Both hands: +9/+9/+4, 1d4+3				1-hand, B

Holy Longspear of Chiba Family				
Both hands: +15/+15/+10, 1d8+5 plus 2d6 vs. evil				Crit: x3
			2-hand, P, Brace,	

+5 half-plate				
+13				
				Max Dex: +0, Armor Check: -6
				Spell Fail: 40%, Heavy, Slows

Lion's shield (3/day)				
+4				
				Max Dex: -, Armor Check: -
				Spell Fail: 15%, Shield

Gear				
Total Weight Carried: 425/230 lbs, Over Load (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)				
+1 adamantite morningstar	<In: Dropped to ground (5 @ 6 lbs)			6 lbs
+1 returning dagger	<In: Dropped to ground (5 @ 80)			1 lb
+5 half-plate				50 lbs
Amulet of natural armor +3				-

Experience & Wealth	
Experience Points:	445000/635000
Current Cash:	14,986 gp, 8 sp, 3 cp

Gear	
Total Weight Carried: 425/230 lbs, Over Load (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)	
Ancestral Weapon (cold iron longsword)	<In: 9 lbs
Artisan's tools, masterwork (Craft [tattoo])	<In: 5 lbs
Backpack, masterwork (20 @ 319.44 lbs)	4 lbs
Bag of holding I (11 @ 4 lbs)	15 lbs
Bandoleer	-
Belt of mighty constitution +6	1 lb
Blanket <In: Backpack, masterwork (20 @ 319.44 lbs)>	1 lb
Chalk <In: Backpack, masterwork (20 @ 319.44 lbs)>	-
Chest, medium (6 @ 7 lbs) <In: Dropped to	50 lbs
Cloak of resistance +2	1 lb
Cold weather outfit <In: Dropped to ground (5 @ 7 lbs)	7 lbs
Dust of disappearance <In: Bag of holding I (11 @ 4	-
Dust of dryness <In: Bag of holding I (11 @ 4 lbs)>	-
Elemental gem (earth)	-
Elixir of hiding <In: Bag of holding I (11 @ 4 lbs)>	-
Elixir of life <In: Bag of holding I (11 @ 4 lbs)>	-
Everburning torch <In: Bandoleer>	1 lb
Figurine (silver raven, 24 hours/week) <In: Bag of	1 lb
Headband of mental prowess +4 (Int, Wis, Bluff,	1 lb
Heavy shield bash	-
Holy Longspear of Chiba Family	9 lbs
Holy Symbol (crescent moon of jade) <In: Bandoleer>	-
Incense of meditation <In: Bag of holding I (11 @ 4	1 lb
Incense of meditation <In: Bag of holding I (11 @ 4	1 lb
Incense of meditation <In: Bag of holding I (11 @ 4	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
Lion's shield (3/day)	15 lbs
Maximize metamagic rod (lesser, 3/day)	5 lbs
Medallion of thoughts	-
Money <In: Backpack, masterwork (20 @ 299.94 lbs	299.94 lbs
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 +2	-
Sack (empty) x3 <In: Backpack, masterwork (20	0.5 lbs
Scarab of protection (12 uses) <In: Bag of holding I (11	-
Scroll of commune (x3) <In: Bag of holding I (11 @ 4	-
Scroll of comprehend languages, comprehend	-
Scroll of comprehend languages, comprehend	-
Scroll of dismissal	-
Scroll of divination	-
Scroll of heal	-
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	
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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) ☐☐☐☐☐ ☐☐☐☐☐
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Tracked Resources

+1 returning dagger ☐
 Amazing Initiative (1/round) (Ex) ☐
 Aura of Madness (30 ft., 14 rounds/day, DC 28) (Su) ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐☐
 Child of the Crusades (1/day) ☐
 Cleric Channel Positive Energy 7d6 (7/day, DC 23) (Su) ☐☐☐☐☐ ☐
 Dust of disappearance ☐
 Dust of dryness ☐
 Elixir of hiding ☐
 Elixir of life ☐
 Extra Channel (2/day) ☐☐
 Figurine (silver raven, 24 hours/week) ☐☐☐☐☐ ☐☐☐☐☐
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 Heroism (1/day) ☐
 Insane Focus (14/day) (Su) ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐
 Levitate (5 ft diameter cloud pillar, 3/day) ☐☐☐
 Lion's shield (3/day) ☐☐☐
 Maximize metamagic rod (lesser, 3/day) ☐☐☐
 Mythic Power (19/day, Surge +1d10) ☐☐☐☐☐ ☐☐☐☐☐
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 Potion of cure moderate wounds ☐
 Scarab of protection (12 uses) ☐☐☐☐☐ ☐☐☐☐☐
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 Wand of cure moderate wounds ☐☐☐☐☐ ☐☐☐☐☐
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 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) ☐☐☐☐☐
 Ward Against Death (30 ft., 14 rounds/day) (Su) ☐☐☐☐☐ ☐☐☐☐☐
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Languages

Abyssal

Daemonic

Languages

Celestial	Hallit
Common	Tien

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

Background

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

- 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)
- **Cheliox, 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)