

Tsuguri Chiba

Male human cleric of Tsukiyō 8/Marshal 3 - CR 8
 Lawful Good Humanoid (Human); Deity: Tsukiyō; Age: 18;
 Height: 5' 10"; Weight: 140lb.; 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	+2	
INT INTELLIGENCE	12/14	+1/+2	
WIS WISDOM	21/23	+5/+6	
CHA CHARISMA	18	+4	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)	+9	=	[+6]	[+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)	+5	=	[+2]	[+1]	[+1]	[+1]	[]
Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects							

WILL (WISDOM)	+15	=	[+6]	[+6]	[+1]	[+2]	[]
Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=	[+8]	[]	[+1]	[]	[+1]	[+1]	[]

Touch AC	13	Flat-Footed AC	20	BAB	Strength	Size	Misc
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CM Bonus	+9	=	[+6]	[+2]	[]	-	-
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	BAB	Strength	Dexterity	Size		
CM Defense	23	= 10	[+6]	[+2]	[+1]	-

Base Attack	+6	HP	84
Damage / Current HP			

Initiative	+5	

Speed	30 / 70 ft	

+1 adamantine morningstar

Main hand: **+10/+10/+5**, 1d8+3 Crit: x2

Both hands: **+10/+10/+5**, 1d8+4 1-hand, B/P

+1 cold iron longspear

Both hands: **+10/+10/+5**, 1d8+4 Crit: x3

2-hand, P, Brace,

+1 returning dagger

Main hand: **+10/+10/+5**, 1d4+3 Crit: 19-20/x2

Ranged: **+9/+9/+4**, 1d4+3 Rng: 10'

Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (1)	-	
Speed greater/less than 30 ft. +16 to jump				
Appraise	+2	INT (2)	-	
Bluff	+6	CHA (4)	2	
Climb	-1	STR (2)	-	
Craft (tattoo)	+4	INT (2)	1	
Diplomacy	+10	CHA (4)	3	
Disable Device	-	DEX (1)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	-2	DEX (1)	-	
Fly	-2	DEX (1)	-	
Handle Animal	-	CHA (4)	-	
Heal	+10	WIS (6)	1	
Intimidate	+8	CHA (4)	4	
Knowledge (planes)	+10	INT (2)	5	
Knowledge (religion)	+13	INT (2)	8	
Linguistics	+7	INT (2)	2	
Perception	+14	WIS (6)	8	
Spyglass: only -1/20' while using a spyglass, instead of -1/10'				
Profession (soldier)	+11	WIS (6)	2	
Ride	-2	DEX (1)	-	
Sense Motive	+12	WIS (6)	3	
Sleight of Hand	-	DEX (1)	-	
Spellcraft	+10	INT (2)	3	
Stealth	-2	DEX (1)	-	
Survival	+6	WIS (6)	-	
Swim	-1	STR (2)	-	
Use Magic Device	-	CHA (4)	-	

Feats

Alignment Channel (Evil)
 Alignment Channel [Mythic]
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Extra Channel (2/day)
 Improved Channel
 Mythic Spell Lore [Mythic]
 Selective Channeling
 Shield Proficiency
 Simple Weapon Proficiency - All
 Turn Undead (DC 20)

Traits

Child of the Crusades (1/day)
 Theoretical Magician

Ancestral Weapon (cold iron longspear)

Both hands: **+10/+10/+5, 1d8+3** Crit: x3
 2-hand, P, Brace,

cold iron crossbow bolts

Crit: x2
 Ammo, P

Dagger

Main hand: **+9/+9/+4, 1d4+2** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+8/+8/+3, 1d4+2** Light, P/S

Light crossbow

Ranged: **+6/+6/+1, 1d8** Crit: 19-20/x2
 Rng: 80'
 Ranged, both hands: **+8/+8/+3, 1d8** 2-hand, P

Masterwork cold iron dagger

Main hand: **+10/+10/+5, 1d4+2** Crit: 19-20/x2
 Rng: 10'
 Ranged: **+9/+9/+4, 1d4+2** Light, P/S

+2 breastplate

+8

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

Gear

Total Weight Carried: 118/230 lbs, Medium Load

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

+1 adamantine morningstar	6 lbs
+1 cold iron longspear	9 lbs
+1 returning dagger	1 lb
+2 breastplate	30 lbs
Amulet of natural armor +1	-
Ancestral Weapon (cold iron longspear) <i><In: Dropped</i>	9 lbs
Artisan's tools, masterwork (Craft [tattoo]) <i><In: Chest,</i>	5 lbs
Backpack, masterwork (32 @ 33.38 lbs)	4 lbs
Bandoleer	-

Experience & Wealth

Experience Points: **51000/75000**
 Current Cash: **108 gp, 8 sp, 3 cp**

Gear

Total Weight Carried: 118/230 lbs, Medium

Load

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

Blanket <i><In: Backpack, masterwork (32 @ 33.38</i>	1 lb
Chalk <i><In: Backpack, masterwork (32 @ 33.38 lbs)</i>	-
Chest, medium (7 @ 12 lbs) <i><In: Dropped to</i>	50 lbs
Cloak of resistance +1	1 lb
cold iron crossbow bolts x50	0.1 lbs
Cold weather outfit	7 lbs
Dagger	1 lb
Elemental gem (earth)	-
Elixir of hiding	-
Elixir of life	-
Everburning torch <i><In: Bandoleer</i>	1 lb
Flask	-
Headband of inspired wisdom +2	1 lb
Healer's Kit (10)	1 lb
Holy Symbol (crescent moon of jade) <i><In: Bandoleer</i>	-
Ink, black <i><In: Kit - writing (ink, quill & paper)</i>	-
Inkpen <i><In: Kit - writing (ink, quill & paper)</i>	-
Kit - writing (ink, quill & paper)	-
Knight's pennon of battle	1 lb
Light crossbow	4 lbs
Masterwork cold iron dagger	1 lb
Money <i><In: Backpack, masterwork (32 @ 33.38</i>	2.38 lbs
Oldlaw whiskey (per bottle) <i><In: Flask</i>	1 lb
Paper x30 <i><In: Kit - writing (ink, quill & paper)</i>	-
Powder x5 <i><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><In: Backpack, masterwork (32</i>	0.5 lbs
Scroll case (empty) <i><In: Bandoleer</i>	0.5 lbs
Scroll case (empty) <i><In: Bandoleer</i>	0.5 lbs
Scroll case (empty) <i><In: Backpack, masterwork</i>	0.5 lbs
Scroll case (empty) <i><In: Bandoleer</i>	0.5 lbs
Scroll case (empty) <i><In: Bandoleer</i>	0.5 lbs
Scroll of cause fear, cause fear, cause fear, cause	-
Scroll of comprehend languages, comprehend	-
Scroll of comprehend languages, comprehend	-
Scroll of divination	-
Sewing needle <i><In: Backpack, masterwork (32 @</i>	-
Shaving Kit	0.5 lbs
Silk rope <i><In: Backpack, masterwork (32 @ 33.38</i>	5 lbs
Silversheen	-
Soap <i><In: Backpack, masterwork (32 @ 33.38</i>	0.5 lbs
Spyglass <i><In: Backpack, masterwork (32 @ 33.38</i>	1 lb
Sunrod x17 <i><In: Backpack, masterwork (32 @ 33.38</i>	1 lb
Tea (per cup) x4 <i><In: Chest, medium (7 @ 12</i>	0.5 lbs
Tea - average quality <i><In: Backpack, masterwork (32</i>	-

Validation Report

Validation Report (0 issues):

Nothing identified
 Adjustments Active: Hit Points: +5; Mythic Haste;; Skill Points, Total: +2

Gear

Total Weight Carried: 118/230 lbs, Medium Load	
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)	
Tea - good quality <In: Chest, medium (7 @ 12 lbs)>	-
Tea ceremony set <In: Chest, medium (7 @ 12 lbs)>	5 lbs
Terendelev's scales (Cloudwalking)	-
Trail rations x5	1 lb
Traveller's outfit (Free) <In: Backpack, masterwork (32 @ -	-
Twine (50') <In: Backpack, masterwork (32 @ -	0.5 lbs
valuable - Gems	0.5 lbs
valuable - Gems (5)	-
valuable - Jade	-
valuable - Moonstone	-
Wand of cure moderate wounds (9 charges)	-
Wand of silence (8 charges)	-
Waterskin <In: Backpack, masterwork (32 @ 33.38	4 lbs

Tracked Resources

Levitate (5 ft diameter cloud pillar, 3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Masterwork cold iron dagger	<input type="checkbox"/>
Mythic Power (9/day, Surge +1d6)	<input type="checkbox"/>
Silversheen	<input type="checkbox"/>
Sunrod	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ward Against Death (30 ft., 8 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Hallit
Common	Tien

Spells & Powers

Cleric spells memorized (CL 8th; concentration +14)	
Melee Touch +9	Ranged Touch +8
4th —blessing of fervor ^{APG} (DC 20), moonstruck ^{D,APG} (DC 20), communal protection from energy ^{UC} , restoration	
3rd —dispel magic ^M , invisibility purge, prayer, communal resist energy ^{UC} , speak with dead ^D (DC 19)	
2nd —burst of radiance (DC 18), eagle's splendor, communal protection from evil ^{UC} , silence ^M (DC 18), silence ^M (DC 18), touch of idiocy ^D	
1st —bless, burning disarm (DC 17), lesser confusion ^D (DC 17), gorum's armor ^{ISWG} , obscuring mist, reinforce armaments ^{UC} , weapons against evil	
0th (at will) —create water, detect magic, light, purify food and drink (DC 16)	
[D] Domain spell; Domains Insanity, Madness, Repose	

Special Abilities

Advance (Ex)	
Amazing Initiative (1/round) (Ex)	
Aura (Ex)	
Aura of Madness (30 ft., 8 rounds/day, DC 20) (Su)	
Cleric Channel Positive Energy 4d6 (7/day, DC 20) (Su)	
Cleric Domain (Insanity)	
Cleric Domain (Repose)	
Focus (Su)	
Hard to Kill (Ex)	
Insane Focus (9/day) (Su)	
Mythic Power (9/day, Surge +1d6)	
Recuperation (Ex)	
Shout of Defiance (1d6+6) (Su)	
Spontaneous Casting	
Surge (1d6) (Su)	
Ward Against Death (30 ft., 8 rounds/day) (Su)	

Spell-Like Abilities

Gentle Rest (9/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Tracked Resources

+1 returning dagger	<input type="checkbox"/>
Amazing Initiative (1/round) (Ex)	<input type="checkbox"/>
Aura of Madness (30 ft., 8 rounds/day, DC 20) (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 4d6 (7/day, DC 20) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
cold iron crossbow bolts	<input type="checkbox"/>
Dagger	<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"/>
Heroism (1/day)	<input type="checkbox"/>
Insane Focus (9/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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 hertitage 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.

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",