

## Tsuguri Chiba

Male human cleric of Tsukiyo 8/Marshal 3 - CR 8

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>12/14</b>	<b>+1/+2</b>	
<b>WIS</b> WISDOM	<b>21/23</b>	<b>+5/+6</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>+9</b>	=	<b>+6</b>	<b>+2</b>	<b>+1</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>+5</b>	=	<b>+2</b>	<b>+1</b>	<b>+1</b>	<b>+1</b>	
Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects							

<b>WILL</b> (WISDOM)	<b>+15</b>	=	<b>+6</b>	<b>+6</b>	<b>+1</b>	<b>+2</b>	
Righteous medal of clarity : +2 sacred bonus vs. insanity or confusion effects							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>22</b>	=	<b>+8</b>		<b>+1</b>		<b>+1</b>	<b>+1</b>	<b>+1</b>

<b>Touch AC</b> <b>13</b>	<b>Flat-Footed AC</b> <b>20</b>
	BAB Strength Size Misc

<b>CM Bonus</b> <b>+9</b>	=	<b>+6</b>	<b>+2</b>	-	-
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CM Defense	23	=	10	BAB	Strength	Dexterity	Size
				<b>+6</b>	<b>+2</b>	<b>+1</b>	-

<b>Base Attack</b>	<b>+6</b>	<b>HP</b>	<b>84</b>
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<b>Initiative</b>	<b>+5</b>	Damage / Current HP
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<b>Speed</b>	<b>30 / 70 ft</b>
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### +1 adamantite 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
<b>Acrobatics</b>	<b>-2</b>	DEX (1)	-	
Speed greater/less than 30 ft. : +16 to jump				
<b>Appraise</b>	<b>+2</b>	INT (2)	-	
<b>Bluff</b>	<b>+6</b>	CHA (4)	2	
<b>Climb</b>	<b>-1</b>	STR (2)	-	
<b>Craft (tattoo)</b>	<b>+4</b>	INT (2)	1	
<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>-2</b>	DEX (1)	-	
<b>Fly</b>	<b>-2</b>	DEX (1)	-	
<b>Handle Animal</b>	<b>-</b>	CHA (4)	-	
<b>Heal</b>	<b>+10</b>	WIS (6)	1	
<b>Intimidate</b>	<b>+8</b>	CHA (4)	4	
<b>Knowledge (planes)</b>	<b>+10</b>	INT (2)	5	
<b>Knowledge (religion)</b>	<b>+13</b>	INT (2)	8	
<b>Linguistics</b>	<b>+7</b>	INT (2)	2	
<b>Perception</b>	<b>+14</b>	WIS (6)	8	
Spyglass: only -1/20' while using a spyglass, instead of -1/10'				
<b>Profession (soldier)</b>	<b>+11</b>	WIS (6)	2	
<b>Ride</b>	<b>-2</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+12</b>	WIS (6)	3	
<b>Sleight of Hand</b>	<b>-</b>	DEX (1)	-	
<b>Spellcraft</b>	<b>+10</b>	INT (2)	3	
<b>Stealth</b>	<b>-2</b>	DEX (1)	-	
<b>Survival</b>	<b>+6</b>	WIS (6)	-	
<b>Swim</b>	<b>-1</b>	STR (2)	-	
<b>Use Magic Device</b>	<b>-</b>	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) <In: Dropped 9 lbs  
Artisan's tools, masterwork (Craft [tattoo]) <In: Chest, 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 <In: Backpack, masterwork (32 @ 33.38 1 lb  
Chalk <In: Backpack, masterwork (32 @ 33.38 lbs)> -  
Chest, medium (7 @ 12 lbs) <In: Dropped to 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 <In: Bandoleer> 1 lb  
Flask -  
Headband of inspired wisdom +2 1 lb  
Healer's Kit (10) 1 lb  
Holy Symbol (crescent moon of jade) <In: Bandoleer> -  
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  
Masterwork cold iron dagger 1 lb  
Money <In: Backpack, masterwork (32 @ 33.38 2.38 lbs  
Oldlaw whiskey (per bottle) <In: Flask> 1 lb  
Paper x30 <In: Kit - writing (ink, quill & paper)> -  
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 (32 0.5 lbs  
Scroll case (empty) <In: Bandoleer> 0.5 lbs  
Scroll case (empty) <In: Bandoleer> 0.5 lbs  
Scroll case (empty) <In: Backpack, masterwork 0.5 lbs  
Scroll case (empty) <In: Bandoleer> 0.5 lbs  
Scroll case (empty) <In: Bandoleer> 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 <In: Backpack, masterwork (32 @ -  
Shaving Kit 0.5 lbs  
Silk rope <In: Backpack, masterwork (32 @ 33.38 5 lbs  
Silversheen -  
Soap <In: Backpack, masterwork (32 @ 33.38 0.5 lbs  
Spyglass <In: Backpack, masterwork (32 @ 33.38 1 lb  
Sunrod x17 <In: Backpack, masterwork (32 @ 33.38 1 lb  
Tea (per cup) x4 <In: Chest, medium (7 @ 12 0.5 lbs  
Tea - average quality <In: Backpack, masterwork (32 -

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Adjustments Active:** Hit Points: +5; Mythic Haste;; Skill Points, Total: +2

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## 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

## 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) □□□□□ □□□□

## Tracked Resources

+1 returning dagger □  
Amazing Initiative (1/round) (Ex) □  
Aura of Madness (30 ft., 8 rounds/day, DC 20) (Su) □□□□□ □□□  
Child of the Crusades (1/day) □  
Cleric Channel Positive Energy 4d6 (7/day, DC 20) (Su) □□□□□ □□  
cold iron crossbow bolts □□□□□ □□□□□  
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Dagger □  
Elixir of hiding □  
Elixir of life □  
Extra Channel (2/day) □□  
Heroism (1/day) □  
Insane Focus (9/day) (Su) □□□□□ □□□□

## Tracked Resources

Levitate (5 ft diameter cloud pillar, 3/day) □□□  
Masterwork cold iron dagger □  
Mythic Power (9/day, Surge +1d6) □□□□□ □□□□  
Siversheen □  
Sunrod □□□□□ □□□□□  
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Trail rations □□□□□  
Ward Against Death (30 ft., 8 rounds/day) (Su) □□□□□ □□□

## Languages

Abyssal  
Common  
Hallit  
Tien

## Spells & Powers

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

## 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 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.

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",