

Jacques

Male half-orc wizard 1, Silver Crusade faction - CR 1/2
 Lawful Neutral Humanoid (Human, Orc); Deity: **Gozreh**;
 Age: **34**; Height: **5' 6"**; Weight: **201 lb.**; Eyes: **Brown**; Hair:
Black; Skin: **Green**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	11/12	0/+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	10	0	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				
	Courageous: +2 trait bonus vs. fear						
REFLEX (DEXTERITY)	+1	=	+1				
	Courageous: +2 trait bonus vs. fear						
WILL (WISDOM)	+2	=	+2				
	Courageous: +2 trait bonus vs. fear						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+1					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	10				

CM Bonus	+2	=	-	+2	-	-

CM Defense	13	=	10	BAB	Strength	Dexterity	Size
					+2	+1	

Base Attack	+0	HP	8

Initiative	+1	Damage / Current HP

Speed	30 ft

Greataxe

Both hands: **+2, 1d12+3**

Crit: **x3**
2-hand, S

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
Climb	+2	STR (2)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	+5	CHA (2)	1	
Knowledge (history)	+7	INT (3)	1	
Knowledge (nature)	+7	INT (3)	1	
Perception	+0	WIS (0)	-	
Profession (woodcutter)	+4	WIS (0)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+1	DEX (1)	-	
Survival	+1	WIS (0)	1	
Swim	+2	STR (2)	-	

Feats

Amateur Swashbuckler
 Spell Focus (Illusion)
 Wizard Weapon Proficiencies

Traits

Courageous
 Magical Knack (Wizard)

Gear

Total Weight Carried: 51.4/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Animal call (Duck)	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Fool's glow	1 lb
Greataxe	12 lbs
Ink, black	-
Inkpen	-
Magical Words	3 lbs
Mess kit	1 lb
Money	1.44 lbs
Pot	4 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Arcane Familiar Nearby
Darkvision (60 feet)
Deed: Dodging Panache +2 (Ex)
Empathic Link with Familiar (Su)
Flexible Enhancement +1 (Constitution) (Su)
Metal
Orc Blood
Orc Ferocity (1/day)
Share Spells with Familiar
Splintered Spear (6/day) (Su)

Tracked Resources

Fool's glow	<input type="checkbox"/>
Orc Ferocity (1/day)	<input type="checkbox"/>
Panache Pool (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Splintered Spear (6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<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"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Osiriani
Gnoll	Shadowtongue
Orc	

Spells & Powers

Wizard spells memorized (CL 1st; concentration +4)
Melee Touch +2 Ranged Touch +1
1st—*color spray* (DC 15), *thunderstomp*^{ACG}
0th (at will)—*acid splash*, *daze* (DC 13), *ghost sound* (DC 14)

Experience & Wealth

Experience Points: 0/3
Current Cash: **63 gp, 9 sp**
Silver Crusade: **Fame: 0, PP: 0**

Background

Raised amongst the trees, Jacques is the son of a lumberjack who had an axe in his hands before his first steps. His father forced him to work from sun-up to sun-down every single day. It was a rough life filled with toil. In between the swings of the axe and the swings of his father's fists, Jacques found solace in the trees. The natural spirits filled him with courage and imbued Jacques with a minor source of magical energy. Now, fueled by his fledgling illusion magic and wielding an enormous axe, Jacques has found employment within the Pathfinder Society. As a member of the Silver Crusade, he seeks to maintain the delicate balance between man and nature so that others might appreciate the gifts offered so graciously by the natural world.

Sourcebooks Used

- **Advanced Class Guide** - Amateur Swashbuckler (feat); Animal call (equipment); Deed: Dodging Panache (race option); Thunderstomp (spell)
- **Advanced Player's Guide** - Ant Haul (spell)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Courageous (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait)
- **Hell's Vengeance** - Fool's glow (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Osiriani (language); Shadowtongue (language)
- **Ultimate Equipment** - Mess kit (equipment)
- **Ultimate Intrigue** - Aphasia (spell); Fabricate Disguise (spell)
- **Ultimate Magic** - Metal (special ability); Shadow Weapon (spell); Wood (special ability)