

Yenneck Grumman, Human (Chelaxian) Ranger 8

Attributes

STR	16	+3
CON	18	+4
DEX	16	+3
INT	13	+1
WIS	16	+3
CHA	10	+0

HP	85
AP	8
AC	20
BAB	+8
XP	30,013
Algn	Lawful Neutral
Move	30

Fort	+11
Ref	+9
Will	+4

Languages

Common, Giant

Skills

Skill	Stat	Ranks	Total
Climb	Str	11	+14
Handle Animal	Wis	11	+14
Heal	Wis	11	+14
Hide	Dex	11	+14
Knowledge (nature)	Int	11	+12
Listen	Wis	11	+14
Move Silently	Dex	11	+14
Profession (armorer)	Wis	11	+14
Spot	Wis	11	+14
Survival	Wis	11	+14

Feats

Track, Two-Weapon Fighting, Improved Two-Weapon Fighting, Endurance, Oversized Two-Weapon Fighting, Exotic Weapon Proficiency (bastard sword), Power Attack, Combat Expertise, Two-Weapon Defense, Weapon Focus (bastard sword), Loner

Class Features

Favored Enemy (giants) +4, Favored Enemy (goblinoids) +2, Combat Style (two-weapon, improved), Animal Companion (wolfhound Ear-Bite), Swift Tracker, Woodland Stride

Spells (CL 4)

- First level (2): Endure Elements ☐, Longstrider ☐
- Second level (1): Barkskin ☐

Attacks

Weapon	Bonus	Damage	Critical	Type	Notes
Bastard Sword +1 (1h)	+13/+8	1d10+4	19-20/x2	Slashing	
Bastard Sword +1 (1h)	+11/+6	1d10+4	19-20/x2	Slashing	Full attack, two-weapon
Mwk Bastard Sword	+11/+6	1d10+2	19-20/x2	Slashing	
Mwk Comp Longbow	+12	1d8	20/x3	Piercing	

HP Usage

Hit Points
85

Equipment

<i>Item</i>	<i>Qty</i>	<i>Unit Wt. (lb)</i>	<i>Unit Cost (gp)</i>	<i>Total Wt. (lb)</i>	<i>Total Cost</i>	<i>Uses</i>	<i>Notes</i>
<i>Bastard Sword +1</i>	1	6	335	6	335		1d10+1, 19-20/x2
<i>Masterwork Bastard Sword</i>	1	6	335	6	335		1d10, 19/20/x2
<i>Masterwork Composite Bow</i>	1	3	400	3	400		1d8, 20/x3, 110'
<i>Arrows</i>	20	0.1	0.05	2	1	□□□□□ □□□□□ □□□□□ □□□□□	
<i>Chain Shirt +1</i>	1	25	250	25	250		+5 AC, +4 max DEX, -1 AC penalty
<i>Ring of Protection +1</i>				-			+1 enhancement to AC
<i>Bracers of Quick Strike</i>				-		□	Extra attack 1/day
<i>Boots of the Mtn. King</i>				-			
<i>Cloak of Resistance +1</i>				-			+1 to all saves
<i>Healing Belt</i>				-		□□□	3/day, 2d8 per charge
<i>Backpack</i>	1	2	2	2	2		
<i>Climber's Kit</i>			50	5			
<i>Bedroll</i>	1	5	0.1	5	0.1		
<i>Flint and steel</i>	1	0	1	0	1		
<i>Trail rations</i>	10	1	0.5	10	5	□□□□□ □□□□□	10 days
<i>Traveler's clothing</i>	1	5	1	5	1		
<i>Water skin</i>	1	4	1	4	1	□	full
<i>Belt Pouch</i>	1	0.5	1	0.5	1		
<i>Potion of Cure Light Wounds</i>	1					□	1d8+1 healed
<i>Potion of Cure Serious Wounds</i>	1					□	3d8+5 healed
<i>Candles</i>	10	0	0.01	0	0.1	□□□□□ □□□□□	

Total Weight	73.5
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(light load to 76 lb) (med load to 153 lb)

Money

Platinum Coins	
Gold Coins	
Silver Coins	
Copper Coins	

Life History

Yenneck Grumman was born to an impoverished family in a hamlet outside of Magnimar. His mother was carried off by the Shuddering Fevers when he was five and his father fell to drink soon afterwards. His tinker uncle attempted to raise him, but the old man was unable to curb Yenneck's wild behavior. Then when Yenneck was twelve he was caught stealing a pair of shoes from a local shopkeeper. The magistrates considered his case carefully, reflected upon his previous record, and pronounced their judgment: he was chained and sent up to Fort Ranneck to join the Black Arrows.

It took the Black Arrows four years to turn the scrawny malcontent from Magnimar into a useful recruit. Their stern discipline left its scars, but it had the desired effect: Yenneck learned to find his way in the wilderness and to fight the marauding ogre savages. When the Krieg ogres attacked Fort Ranneck he was captured and dragged off to work in the mines.

Yenneck has few living family members left. He still remembers his uncle *Ibbakos* fondly, though he has seen little of the old man since he joined the Black Arrows. He also has a passing acquaintance with a young lady in Turtleback Ferry, though he understands that he must make something of himself before her parents will look twice at him.

Human Racial Traits

- **Size:** Medium size humanoid.
- **Speed:** Human base speed is 30 feet.
- **Feats:** One extra feat at 1st level, because humans are quick to master specialized tasks and varied in their talents.
- **Skills:** 4 extra skill points at 1st level and 1 extra skill point at each additional level. Under the new skill system, adapted to 1 extra primary skill at 1st level.
- **Favored Class:** Any (ranger).

Experience Log

Date	Experience Gain	Experience Total	Notes
02/10/2008	24,500	24,500	Character created
02/10/2008	5513	30,013	Gained Ranger 8. +5 hp; +1 BAB; +1 Fort, +1 Ref; +1 Wis; Swift Tracker; Heal skill

Ear-Bite, Grizzled Wolf-Hound Animal Companion

Medium Animal

Hit Dice	4d8+8
Hit Points	26
Initiative	+3
Speed	50 ft. (10 squares)
Armor Class	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple	+3/+5
Attack	Bite +5 melee (1d6+2)
Full Attack	Bite +5 melee (1d6+2)
Space/Reach	5 ft. / 5 ft.
Special Attacks	Trip
Special Qualities	Low-light vision, scent
Saves	Fort +5, Ref +6, Will +1
Abilities	Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6
Skills	Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +1*
Feats	Track, Weapon Focus (bite)
Environment	Temperate forests
Organization	Solitary, pair or pack (7-16)
Challenge Rating	1
Advancement	3 HD (Medium); 4-6 HD (Large)
Level Adjustment	-

- **Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack or opportunity. If the attempt fails, the opponent cannot react to trip the wolf.
- **Skills:** *Wolves have a +4 racial bonus on Survival checks when tracking by scent.
- **Animal Companion:** Ear-Bite gains bonuses as a 3rd level Druid's animal companion, including +2 HD, +2 natural armor, +1 to Str and Dex, and two additional tricks (beyond the 6 he can normally know).
- **Link (Ex):** a ranger can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in Handle Animal. The ranger gains a +4 circumstance bonus on all Wild Empathy checks and Handle Animal checks made regarding an animal companion.
- **Share Spells (Ex):** At the ranger's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it return to the ranger before the duration expires. Additionally, the druid may cast a spell with a target of "you" on his animal companion as a touch range spell. A ranger and his animal companion may share spells even if they normally do not affect creatures of the companion's type (animal).
- **Evasion (Ex):** If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.