Yenneck Grumman, Human (Chelaxian) Ranger 9/Warblade 1

Attributes

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

HP	109
AP	10
AC	21 (+1 Dodge)
BAB	+10
XP	48.950
Algn	Lawful Neutral
Move	30 (40)

Fort	+13
Ref	+10 (+9 flat foot)
Will	+5

Languages

Common, Giant

Class Features

Ranger: Evasion, Favored Enemy (giants) +4, Favored Enemy (goblinoids) +2, Combat Style (two-weapon, improved), Animal Companion (wolfhound Ear-Bite), Swift Tracker, Woodland Stride
Warblade: Battle Clarity (Ref saves), Weapon Aptitude

Skills

Skill	Stat	Ranks	Total
Climb	Str	13	+17
Handle Animal	Wis	13	+16
Heal	Wis	13	+16
Hide	Dex	13	+16
Knowledge (nature)	Int	13	+14
Listen	Wis	13	+16
Move Silently	Dex	13	+16
Profession (armorer)	Wis	13	+16
Spot	Wis	13	+16
Survival	Wis	13	+16
Tumble	Dex	13	+16

Feats

Dodge, Endurance, Exotic Weapon Proficiency (bastard sword), Improved Two-Weapon Fighting, Loner, Oversized Two-Weapon Fighting, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (bastard sword)

Spells (CL 4)

- First level (2): Alarm ❑, Speak with Animals ❑
- Second level (1): Barkskin ❑

Maneuvers (IL 5)

Wall of Blades ❑, Iron Heart Surge ❑, Exorcism of Steel (DC 17) ❑

Stances (IL 5)

Absolute Steel (+10' move, +2 AC if 10' move)

Attacks

Weapon	Bonus	Damage	Critical	Type	Notes
Flaming Bastard Sword +1 (1h)	+16/+11	1d10+5 +1d6 fire	19-20/x2	Slashing	
Flaming Bastard Sword +1 (1h) *Flail +2*	+14/+9 +14/+9	1d10+5+1d6 fire 1d8+4	19-20/x2 20/x2	Slashing Bludgeoning	Full attack, two-weapon
Mwk +3 Comp Longbow	+14	1d8+3	20/x3	Piercing	

HP Usage

Hit Points
109

Equipment

Item	Qty	Unit Wt. (lb)	Unit Cost (gp)	Total Wt. (lb)	Total Cost	Uses	Notes
Flaming Bastard Sword +1	1	6	8335	6	4335		1d10+1+1d6 fire, 19-20/x2
Flail +2	1	5	2308	5	2308		1d8+2 bludgeoning, 20/x2
Masterwork +3 STR Composite Bow	1	3	400	3	400		1d8+3, 20/x3, 110'
Arrows	20	0.1	0.05	2	1	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
Chain Shirt +2	1	25	4250	25	250		+6 AC, +4 max DEX, -1 AC penalty
Ring of Protection +1	1		2000	-	2000		+1 enhancement to AC
Bracers of Quick Strike	1	-	1400	-	1400	❑	Extra attack 1/day
Boots of the Mtn. King	1	-	1500	-	1500		Avoid some mov't penalties (lt. & dense rubble)
Cloak of Resistance +1	1	-	1000	-	1000		+1 to all saves
Gloves of Strength +2	1	-	4000	-	4000		Made by Valgrim
Healing Belt	1	-	750	-	750	❑❑❑	+2 to Heal; magic heal 3/day, 2d8/3d8/4d8 for 1/2/3 charges
Backpack	1	2	2	2	2		
Climber's Kit			50	5			
Bedroll	1	5	0.1	5	0.1		
Flint and steel	1	0	1	0	1		
Trail rations	10	1	0.5	10	5	❑❑❑❑❑ ❑❑❑❑❑	10 days
Traveler's clothing	1	5	1	5	1		
Water skin	1	4	1	4	1	❑	full
Belt Pouch	1	0.5	1	0.5	1		
Potion of *Cure Light Wounds*	1					❑	1d8+1 healed
Candles	10	0	0.01	0	0.1	❑❑❑❑❑ ❑❑❑❑❑	

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

Item	Qty	Unit Wt. (lb)	Unit Cost (gp)	Total Wt. (lb)	Total Cost	Uses	Notes
Bastard Sword +1	1	6	2335	6	2335		1d10+1, 19-20/x2
Flail +2	1	5	2308	5	2308		1d8+2 bludgeoning, 20/x2
Masterwork Bastard Sword	1	6	335	6	335		1d10, 19/20/x2

Money

Platinum Coins	
Gold Coins	1810
Silver Coins	2
Copper Coins	3

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
02/24/2008	-160 +3233	29,853 33,086	Valgrim – item creation charge for *Gloves of Strength +2*
03/09/2008		33,086	Missed session
03/23/2008	-60 +6567	33,026 39,593	Valgrim – item creation charge for *Chain Shirt +2* upgrade Gained Ranger 9. +12 hp; +1 BAB; +1 Will; Evasion class feature
04/06/2008	3900	43,493	
04/20/2008	5457	48,950	Gained Warblade 1. +12 hp; +1 BAB; +2 Fort; Battle Clarity (Ref saves), Weapon Aptitude; Tumble skill; Exorcism of Steel, Iron Heart Surge Wall of Blades maneuvers; Absolute Steel stance
05/04/2008			

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 nota ffect 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.