

Yenneck Grumman, Human (Chelaxian) Ranger 9/Warblade 5

Attributes

| | | |
|-----|---------|----|
| STR | 16 (20) | +5 |
| CON | 18 | +4 |
| DEX | 17 | +3 |
| INT | 13 | +1 |
| WIS | 16 | +3 |
| CHA | 10 | +0 |

| | |
|------|--------------------------------------|
| HP | 153 |
| AP | 12 |
| AC | 29 (+1 Dodge) (+2 Abs Steel if move) |
| BAB | +14 |
| XP | 93,764 |
| Algn | Lawful Neutral |
| Move | 30 (40) |

| | |
|------|---------------------|
| Fort | +16 |
| Ref | +12 (+11 flat foot) |
| Will | +7 |

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 Ardor (critical confirmation), Battle Clarity (Ref saves), Uncanny Dodge, Weapon Aptitude

Attacks

| Weapon | Bonus | Damage | Critical | Type | Notes |
|-----------------------|-------------|----------------------------|----------|-------------|-------------------------|
| DFHS Bastard Sword +1 | +21/+16/+11 | 1d10+6 +1d6 fire +1d6 elec | 19-20/x2 | Slashing | |
| DFHS Bastard Sword +1 | +19/+14/+9 | 1d10+6+1d6 fire +1d6 elec | 19-20/x2 | Slashing | Full attack, two-weapon |
| Flametongue +1 | +18/+13 | 1d8+3+1d6 fire | 19-20/x2 | Slashing | |
| FS Bastard Sword +1 | +19/+14/+10 | 1d10+6+1d6 fire +1d6 elec | 19-20/x2 | Slashing | Full attack, two-weapon |
| Flail +3 | +20/+15 | 1d8+5 | 20/x2 | Bludgeoning | |
| Flaming CLB +1 | +19 | 1d8+5+1d6 fire | 20/x3 | Piercing | |

HP Usage

| |
|--|
| Hit Points |
| 153 |
| Temp HP / SP: <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"/> <input type="checkbox"/> |

Skills

| Skill | Stat | Ranks | Total |
|----------------------|------|-------|-------|
| Balance | Dex | 17 | +19 |
| Climb | Str | 17 | +21 |
| Handle Animal | Wis | 17 | +20 |
| Heal | Wis | 17 | +20 |
| Hide | Dex | 17 | +19 |
| Jump | Dex | 17 | +19 |
| Knowledge (nature) | Int | 17 | +18 |
| Listen | Wis | 17 | +20 |
| Move Silently | Dex | 17 | +19 |
| Profession (armorer) | Wis | 17 | +20 |
| Spot | Wis | 17 | +20 |
| Survival | Wis | 17 | +20 |
| Tumble | Dex | 17 | +19 |

Feats

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

Spells (CL 4)

Level 1 (2): Endure Elements

Level 2 (1): Protection from Energy

Maneuvers (IL 9) (4 prepared)

Bonecrusher , Elder Mountain Hammer , Wall of Blades , Iron Heart Surge , Exorcism of Steel (DC 18) , Lightning Recovery

Stances (IL 9)

Absolute Steel (+10' move, +2 AC if 10' move), Roots of the Mountain (DR 2/-, must not move)

| | |
|----------------|------------|
| DFHS Sword +19 | 1d10+2d6+6 |
| DFHS Sword +15 | 1d10+2d6+6 |
| DFHS Sword +9 | 1d10+2d6+6 |
| Ftongue +18 | 1d8+1d6+3 |
| Ftongue +13 | 1d8+1d6+3 |

Equipment

| Item | Qty | Unit Wt. (lb) | Unit Cost (gp) | Total Wt. (lb) | Total Cost | Uses | Notes |
|---|-----|---------------|----------------|----------------|------------|------------------|--|
| <i>Domineering Flaming Hunting Shock Bastard Sword +1</i> | 1 | 6 | 30,335 | 6 | 30,335 | | 1d10+1+1d6 fire+1d6 elec, +4 against favored enemies (p. MI 36); 19-20/x2 |
| <i>Lesser Demolition Crystal</i> | 1 | - | 3000 | - | 3000 | | +1d6 against constructs, plus weapon treated as adamant. MI p. 65. |
| <i>Flametongue +1</i> | 1 | 4 | 20,715 | 4 | 20,715 | ☐ | 1d8+1+1d6 fire; +1d10 burst on crit; 1/day 30' fiery ray, ranged touch for 4d6 |
| <i>Flail +3</i> | 1 | 5 | 16,308 | 5 | 16,308 | | 1d8+3 bludgeoning, 20/x2 |
| <i>+1 Flaming Composite (+4 STR) Longbow</i> | 1 | 3 | 8800 | 3 | 8800 | | 1d8+5+1d6 flame, 20/x3, 110' |
| Arrows | 11 | 0.1 | 0.05 | 2 (for 20) | 1 (for 20) | ☐☐☐☐☐ ☐☐☐☐☐ | |
| BODY | | | | | | | |
| <i>Mithril Breastplate +5</i> | 1 | 30 | 29,200 | 30 | 29,200 | | +10 AC, +5 max DEX, Armor Check -1, treated as light armor |
| SHOULDERS | | | | | | | |
| <i>Cloak of Resistance +2</i> | 1 | - | 4000 | - | 1000 | | + to all saves |
| THROAT | | | | | | | |
| <i>Amulet of Natural Armor +2 and Enemy Spirit Pouch (giants)</i> | 1 | - | 10,100 | - | 10,100 | | +2 natural armor to AC. +2 damage vs. giants. |
| WAIST | | | | | | | |
| <i>Belt of Giant Strength +4</i> | 1 | - | 16,000 | - | 16,000 | | +4 STR |
| ARMS | | | | | | | |
| <i>Lesser Bracers of Archery</i> | 1 | - | 5000 | - | 5000 | | +1 competence bonus to hit with arrows |
| HANDS | | | | | | | |
| <i>Brute Gauntlets</i> | 1 | - | 500 | - | 500 | ☐☐☐ (per day) | 1 chg = +2 damage, 1rd 2 chgs = +3 damage 3 chgs = +4 damage |
| FINGERS | | | | | | | |
| <i>Ring of Protection +2</i> | 1 | - | 8000 | - | 2000 | | +2 enhancement to AC |
| FEET | | | | | | | |
| <i>Boots of the Mtn. King</i> | 1 | - | 1500 | - | 1500 | | Avoid some mov't penalties (lt. & dense rubble) |
| Carried Equipment - BACKPACK | | | | | | | |
| 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 |
| <i>Survival Pouch</i> | 1 | 5 | 3300 | 5 | 3300 | ☐☐☐☐☐ | MI188, see below |
| Traveler's clothing | 1 | 5 | 1 | 5 | 1 | | |
| Carried Equipment - BELT POUCH | | | | | | | |
| Belt Pouch | 1 | 0.5 | 1 | 0.5 | 1 | | |
| <i>Feather Fall</i> token | 4 | - | 50 | - | 200 | ☐☐☐☐ | |
| Antivenom | 4 | - | 50 | - | 200 | ☐☐☐☐ | +4 against poison, 1 hour duration |
| <i>Potion of Cure Serious Wounds</i> | 2 | - | 750 | - | 1500 | ☐☐ | 3d8+5 healed |
| Candles | 10 | 0 | 0.01 | 0 | 0.1 | ☐☐☐☐☐ ☐☐☐☐☐ | |

Total Weight **82.5**

(light load to 133 lb)
(med load to 266 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 |
| Masterwork Bastard Sword | 1 | 6 | 335 | 6 | 335 | | 1d10, 19/20/x2 |
| Chain Shirt +3 | 1 | 25 | 8250 | 25 | 8250 | | +7 AC, +4 max DEX, -1 AC penalty |
| 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 |
| Bracers of Quick Strike | 1 | - | 1400 | - | 1400 | ☐ | Extra attack 1/day |

The *Survival Pouch* is able to function five times per day. Each time it may produce one of the following items. Each item lasts for 8 hours, or until indicated below, whichever comes first:

- Trail rations for one Medium creature for one day;
- Two gallons of water stored in a waterskin. The waterskin disappears if it is emptied completely;
- A tent and two bedrolls sized for Medium creatures.
- A 50-foot coil of hempen rope.
- A shovel.
- A campfire (about two feet square). The fire can be left to burn or it can be pulled apart to produce eight lit torches. Each removed torch lasts for 1 hour and reduces the remaining burning time of the campfire by 1 hour. If the fire is extinguished, the unburnt portion vanishes.
- A composite shortbow (+1 STR bonus) and a quiver of 20 arrows. The bow disappears 1 round after the last arrow has been drawn from the quiver.
- A mule with bit, bridle, saddle and saddlebags (treat as a summoned creature except that it will not fight for you).

Item is fully described in the *Magic Item Compendium*, page 187.

Money

| | |
|----------------|------|
| Platinum Coins | |
| Gold Coins | 1183 |
| 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

| <i>Date</i> | <i>Experience Gain</i> | <i>Experience Total</i> | <i>Notes</i> |
|-------------|------------------------|-------------------------|--|
| 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 <i>Gloves of Strength</i> +2 |
| 03/09/2008 | | 33,086 | Missed session |
| 03/23/2008 | -60 +6567 | 33,026 39,593 | Valgrim – item creation charge for <i>Chain Shirt</i> +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 | 5500 | 54,450 | |
| 05/18/2008 | 5000 | 59,450 | Gained Warblade 2. +7 hp; +1 BAB; +1 Fort; Uncanny Dodge; Bonecrusher maneuver |
| 06/01/2008 | 5729 | 65,179 | |
| 06/16/2008 | 10,010 | 75,189 | Gained Warblade 3. +12 hp; +1 BAB; +1 Ref, +1 Will; +1 Dex; Battle Ardor (critical confirmation); Jump skill; Lightning Recovery maneuver; Improved Two Weapon Defense feat |
| 07/06/2008 | 4600 | 79,789 | Gained Warblade 4. +15 hp; +1 BAB; +1 Fort; Roots of the Mountain stance |
| 07/20/2008 | 6283 | 86,072 | |
| 08/03/2008 | 7692 | 93,764 | Gained Warblade 5. +10 hp; +1 BAB; Stone Power bonus feat; Elder Mountain Hammer maneuver; Balance 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.