

**MELAKO "OX" CHAALU, HUMAN (GARUNDI) BARBARIAN 3****ATTRIBUTES**

STR	17	+3
CON	17	+3
DEX	13	+1
INT	11	+0
WIS	14	+2
CHA	11	+0

HP	39
AC	15 (17 w/ shield) (-2 when raging)
BAB	+3
CMD	17
XP	7500
Algn	Chaotic Good
Move	40

Fort	+6
Ref	+2
Will	+3

**LANGUAGES**

Osirian, Common (from linguistics)

**ATTACKS**

Weapon	Bonus	Damage	Critical	Type	Notes
Ranseur +1	+8	2d4+5	20/x3	Pierce	Disarm, Reach, 2-handed
Scimitar (cutlass)	+6	1d6+3	18-20/x2	Slash	
Utility Knife	+6	1d4+3	19-20/x2	Pierce	Range 10'
Shortbow	+4	1d6	20/x3	Pierce	Range 60'

**HP USAGE**

Hit Points
39

**CLASS FEATURES**Rage (11 rds/day □□□□□ □□□□□ □),  
Fast Movement, Uncanny Dodge, Rage  
Powers (Intimidating Glare), Trap Sense +1**SKILLS**

Skill	Stat	Rank	Class	Stat	Total
Acrobatics	Dex	2	3	1	+6
Climb	Str	3	3	3	+9
Intimidate	Cha	3	3	0	+6
Linguistics	Int	1	0	0	+1
Profession (sailor)	Wis	2	3+1	2	+8
Survival	Wis	2	3+1	2	+8
Swim	Str	3	3	3	+9

**BACKGROUND TRAITS**Cabin Man (+1 Profession: Sailor), Poverty-  
Stricken (+1 Survival)**FEATS**Godless Healing (1/day heal 1d4+1/level as Move  
action, □), Power Attack (-1 to attack for +2 / +3  
damage), Short Haft

**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>
Ranseur +1	1	12	1310	12	1310		2d4+1, 20/x3, reach
Scimitar / Cutlass	1	4	15	4	15		1d6, 18-20/x2
Utility Knife	1	1	2	1	2		1d4, 19-20/x2, rng 10'
Shortbow	1	2	30	2	30	20 arrows	1d6, 20/x3, rng 60'
<b>BODY</b>							
Masterwork Chain Shirt	1	25	250	25	250		+4 AC, -1 armor check
Heavy Wood Shield	1	10	7	10	7		+2 AC, -2 armor check
Keffiyeh wrap	1	0	.5	0	.5		For the sun
Canvas Pants	1	2	1	2	1		
<b>SHOULDERS</b>							
Crimson Sash	1	-	5	-	5		Very sharp-looking
<b>Carried Equipment - DUFFEL</b>							
Sailor's Duffel	1	2	2	2	2		
Bedroll	1	5	0.1	5	0.1		
<b>Carried Equipment - BELT POUCH / BELT</b>							
Belt Pouch	1	0.5	1	0.5	1		
Fish-hooks	4	0	0.1	0	0.4		
Fishing Line	1	0	0	0	0		
Grappling Hook	1	4	1	4	1		
50' Silk Rope	1	5	10	5	10		
Marlinspike and Fid	1	0	0.2	0	0.2		For splicing rope
Folding Marlinspike	1	0	1	0	1		
Flint & Steel	1	0	1	0	1		

<b>Total Weight</b>	<b>65.5</b>
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(light load to 86 lb) (med load to 173 lb)
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**MONEY**

Platinum Coins	
Gold Coins	645
Silver Coins	29
Copper Coins	

## ***LIFE HISTORY***

*Melako "Ox" Chaalu* had the misfortune of being born to a desperately poor family of tenant farmers from the Gamadu clan. The clan's holdings are deep in the Rahadom hinterlands, far up a tributary of the Uta River. After the rains failed again the clan elders decided that ten of the clan's children must be sold to a traveling merchant so the rest of the clan could survive. His parents had no money and no standing with the clan, so he was among those selected. From there he was trafficked through the slave-markets of Manaket into the hands of *Captain Marcellano*, a Chelaxian merchant captain and master of the *Aroden's Hand*.

Captain Marcellano was cruel and relentless in both his business dealings and his attitude towards his crew. Under his tutelage, Ox developed both the skills of a sailor and a persistent dislike for life as a Chelaxian chattel. But his time with Captain Marcellano had an ending: as the Captain gained wealth and power he retired to his estates in Westcrown and hired others to run his ships. As part of these changes, Ox was traded to the crew of the *Albers*.

Ox very much lives up to his name. He is dark-skinned with the sharp features typical of most Garundi, but he is built like a brick wall. He keeps his head shaven, though under the harsh sun he may wear a *keffiyeh* wrap. He normally wears a pair of canvas pants belted with wide leather and a red sash, though he also has light armor for when the occasion demands. He will only carry his boarding pike and cutlass when they have been issued to the crew, but always has a utility knife and marlinspike handy. On shipboard he never wears shoes, as he is often called to climb into the rigging.

Ox has always had an interest in rope-splicing, though his talents are clearly more functional than artistic. Never one for unnecessary conversation, Ox has recently developed an interest in religion: it is obvious to him that Rahadom's decision to turn its back upon the gods has been instrumental in converting a once-bountiful nation into a sand-blasted waste-land. He has yet to find one that really appeals to him.

Ox got a tattoo of the Cyphergate shortly after his arrival in Riddleport.

## ***HUMAN RACIAL TRAITS***

**+2 to one ability score:** Human characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature. *+2 Constitution.*

**Medium:** Humans are Medium creatures, and have no bonuses or penalties due to their size.

**Normal Speed:** Humans have a base speed of 30 feet.

**Bonus Feat:** Humans select one extra feat at 1<sup>st</sup> level. *Godless Healing.*

**Skilled:** Humans gain an additional skill rank at first level and one additional skill rank whenever they gain a level. *Linguistics.*

**Languages:** Humans begin play speaking Common.

**Favored Class:** Humans can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed. *Favored Class: Barbarian.*

***EXPERIENCE LOG***

<i>Date</i>	<i>Experience Gain</i>	<i>Experience Total</i>	<i>Notes</i>
09/16/2009	0	0	Character created
10/17/2009	1000	1000	Gain Barbarian 2: +1d12+4 hp; +1 BAB; +1 Fort; Uncanny Dodge, Rage Power (Intimidating Glare); +1 Acrobatics, +1 Climb, +1 Intimidate, +1 Profession (sailor), +1 Swim
01/17/2010	6500	7500	Gain Barbarian 3; +12 hp; +1 BAB; +1 Ref, +1 Will; Trap Sense +1; +1 Acrobatics, +1 Climb, +1 Intimidate, +1 Survival, +1 Swim