# (LORD) CAL **M**ANTERIUS

middle-aged firbolg chaotic neutral Level 5 monk

Pronouns: he/him Occupations: Messenger; Crier; Barker **Armor Class** 13 Hit Points 32 (TODO Hitdice)

Speed 30.

STR DEX CON INT WIS

17 14 10 10 (+1) (+4) (+2) (+0) (+0)

CHA

17 (+4)

> Saving Throws TODO Saving Thro **Skills** Medecine; Persuasion

Proficiencies TODO

**Damage Immunities** TODO Damage Immunities **Condition Immunities TODO Condition Immunities** Senses TODO Senses Languages Firbolg Common Giant Elven,

## **Special Abilities**

Adjectives Loud,

• Martial Arts | Deflect Missiles | Extra Attack | Stunning Strike Unarmored Defense

**Special Equipment** 

# **Combat Tactics**

Cal isn't a coward. His mental state ensures that he loses track of his w being and launches himself into combat. He will bounce from oppor to opponent switching from his staf fists in a blur of martial artistry.

# Actions

Staff | Martial Arts

**Factions** 

# ROLEPLAYING

#### Introduction

Cal tends to stay in safer space where guards are in sight. With mild agoraphobia he prefers be at gates or roadways that perm travel or a quick escape. He wi

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#### **Factions**

### Introduction

Cal tends to stay in safer spaces where guards are in sight. With mild agoraphobia he prefers being at gates or roadways that permit travel of a quick escape. He will approach seemingly courageous adventurers to ask if they would help him regain control of his lands.

#### **Appearance**

Cal is a tall and gaunt firbolg with pale yellow-ish skin and wild bark colored hair; his bulbous nose radiates pink and reddish hues; he is covered in various scars; he wears clearly inauthentic royal garb that is dirty and torn

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#### **Expressions**

"Don't you know who I am??!"; "I ought to have you thrown into the dungeon of Carmite for that transgression!"; "The villainous scum of this region will feel my full wrath!"; "I must consult with the rest of my circle about these transpirations"

#### **Mannerisms**

Gestures in what appears to be very offical and regal ways; Questions adventurers and passers by on their bloodlines; Consistently making political speeches and promises and demanding the loyalty of those around him to the 'Order of Indontus' (Does it exist???)

#### **Motivations**

He seeks to trace his bloodline exclusively to a royal end, whether true or not. Cal will often spend hours barking and crying news of the activity of royalty or magistrates and spin it into something relating to his extended family and social circles; most of it true, but spun.

# **Passions**

Politics; Himself; Bloodlines

#### **Secrets**

Cal is not royalty at all. Or is he?

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# BACKGROUND STORY

Wandering through the woods, Manterius realized that he had no id where he was or where he was goir The brain fog imposed by that Gree Hag who was haunting his village lingered. <i>Was there a hag? Wha village?</i> Cal's mind tumbled through what he thought were memories but wouldn't stop tumblir He was getting dizzy. <i>Stop tumbling!</i> He stumbled into a clearing in the woods where ruined buildings from a long razed village jutted out the landscape like giant skeletal fin reaching for the freedom of the sky <i>Is this where I was headed?</i>
Cal looked about. Seemed like a pla that one might look for. He set up a makeshift camp, chewed down som jerky and tack, and grabbed himsel

