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lord cal manterius

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(Lord) Cal Manterius

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**middle aged adult Firbolg**

**Chaotic Neutral**

**Level 6 Monk Way of the Empty Mind**

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**Pronouns -**

he/him

**Occupations -**

Messenger; Crier; Barker

**Armor Class -**

13

**Hit Points -**

32 (TODO Hitdice)

**Speed -**

55.

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**STR**

12 (+1)

**DEX**

17 (+4)

**CON**

14 (+2)

**INT**

10 (+0)

**WIS**

10 (+0)

**CHA**

17 (+4)

---

**Saving Throws -**

**Skills -**

{ "Firbolg Abilities" => [ { "Firbolg Magic" => "You can cast Detect Magic and Disguise Self with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.", "Hidden Step" => "As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.", "Powerful Build" => "You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Speech of Beast and Leaf" => "You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them" } ], "Monk Abilities" => [ "Unarmored Defense" => "When not wearing armor Ac = 10 + Dexterity + Wisdom", "Martial Arts" => "Can use Dexterity instead of Strength for the attack and damage rolls for unarmed strikes and monk weapons", "Can roll a d6 in place of normal damage for unarmed strikes and monk weapons", "When using an attack action with an unarmed strike or monk weapon, can make an unarmed strike as a bonus action", "Ki" => [ { "Ki Points" => 6, "Ki DC" => 13, "Flurry of Blows" => "Immediately after and attack action, can spend 1 Ki point to make 2 unarmed strikes as a bonus action", "Patient Defense" => "Can spend 1 Ki point to take the Dodge action as a bonus action", "Step of the Wind" => "Can spend 1 Ki point to take the Disengage or Dash action as a bonus action. Jump distance is doubled for the turn" } ], "Unarmored Movement" => "Speed is increased by 25. Can move along vertical surfaces and across liquids without falling during the move", "Deflect Missles" => "Can use Reaction to deflect or catch the missile when hit by a ranged weapon" ] }

attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missile is caught if he has one free hand. Can spend 1 Ki point to make a ranged attack with the ammunition or weapon just caught. The attack is made with proficiency and counts as a monk weapon", "Slow Fall"=>"Can us a Reaction to falling damage by by 85hp", "Extra Attack"=>"Can Attack twice per turn", "Stunning Strike"=>"When hits a creature with a melee weapon attack, can spend 1 Ki point and that creature must make a constitution saving throw or be stunned until the end of his next turn", "Ki-Empowered Strike"=>"your unarmed strikes count as magical for the Purpose of overcoming Resistance and immunity to nonmagical attacks and damage."}], "Way of the Empty Mind Abilities"=>[{"Empty Mind Techniques"=> [{"Description"=>"On your turn, after using Patient Defense, you may choose one creature that attcked you this turn. On a contested Wisdom (Insight) vs Charisma (Deception) check, you may perform any oneof the following techniques -", "Additional Information"=>["Gain advantage on any action you take against your chosen target until the end of your next turn", "Gain 1 Ki point to use against your chosen target until the end of your next turn", "The target creature gains disadvantage on attacks against any other creature than you"]}]], "Simultaneous Counter"=>"You can strike at the same time as your opponent. Whenever a creature you can see hits you with a melee attack, you may spend 1 Ki point and your Reaction to make a melee attack against them before damage is rolled. For this attack, use the damage dice of your opponents attack. If the opponent is stunned or killed by your attack, you take no damage. Otherwise, damage resovles as normal."}]}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Firbolg Common Giant Elvish {"id"=>"Monastary", "name"=>"Monastary"}

**Adjectives -**

Loud, Confused, Persistent,



**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**



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## Roleplaying

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### 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 or 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

### 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 official 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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**Adjectives -**

Loud, Confused, Persistent,

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**Special Abilities**

-

**Special Equipment**

-

**Combat Tactics**

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

**Actions**

-

**Factions**

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# Background Story

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Wandering through the woods, Cal Manterius realized that he had no idea where he was or where he was going. The brain fog imposed by that Green Hag who was haunting his village lingered. Was there a hag? What village? Cal's mind tumbled through what he thought were memories but wouldn't stop tumbling. He was getting dizzy. Stop tumbling! He cried out in his mind. He stumbled into a clearing in the woods where ruined buildings from a long razed village jutted out of the landscape like giant skeletal fingers reaching for the freedom of the sky. Is this where I was headed? Cal looked about. Seemed like a place that one might look for. He set up a makeshift camp, chewed down some jerky and tack, and grabbed himself a nice sleep. Upon waking, Cal's mind filled with wonder and glee that he had found what he had been searching for. This is it! But why was I searching for this place? Cal searched the area further only to find burnt Firbolg bones and burnt equipment. They did it again! They silenced us. We mustn't allow this! He thought to himself. His mind turned inward upon itself. All his memories of living and growing up in a regal Firbolg village became muddled together with his recent explorations. He couldn't discern the difference and instead concluded that he must be the last of his royal line that some mysterious force seeks to end. No. I cannot allow it. I must find our sacred land. Our true Kingdom. The only way is to connect with those who claim royal positions here in this region and beyond. I must rebuild our people. Crazy Cal made his way through the tangled forests to the nearest town and began his meager political campaign to recharge his royal line. Although he is not consciously aware of his Firbolg clan's monastic heritage, his muscle memory and reflexive training are embedded within him. A contradiction, this Firbolg monk is loud and brazen.