

(Lord) Cal Manterius

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Middle Aged Adult Firbolg Chaotic Neutral Level 6 Monk Way Of The Empty Mind

Pronouns - he/him Occupations - Messenger; Crier; Barker Armor Class - 13

Hit Points - 32 (TODO Hitdice) **Speed -** 55.

STR DEX CON WIS CHA 10 12 17 14 10 17 (+4)(+0) (+4)(+1)(+2)(+0)

#### 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

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Pronouns - he/him Occupations -Messenger; Crier; Barker Armor Class - 13 Hit Points -32 (TODO Hitdice) **Speed -** 55.

STR DEX CON INT WIS 12 17 14 10 10 (+1)(+4)(+2)(+0)(+0)

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Cal to

Defense"=>"When wearing armor Ac = 10 +Dexterity + Wisdom", "Martial Arts"=>["Can use Dexterity instead of Strength for the attack and damage rolls for unarmed strikes and 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

# Introdu

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to influence tnem"}], "Monk Adilities"=> [{"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, DC"=>13, "Flurry 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 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 missle when hit by a ranged weapon attack. Damage from the attack is reduced by 1d12 + 24. If damaged is reduced to 0, the missle 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 Abilities"=>[{"Empty Techniques"=>[{"Description"=>"On vour 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 {"id"=>"Monastary", "name"=>"Monastary"} Adjectives - Loud, Confused, Persistent,

#### **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**

# ROLEPLAYING

#### 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 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?

firbolg w ish skin colored h nose rac reddish covered he inauthent that is dir Express

weapon, can make an

unarmed strike as a bonus

Points"=>6, "Ki DC"=>13,

after and attack action can

spend 1 Ki point to make 2

unarmed strikes as a bonus

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

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 missle when hit

by a ranged weapon

attack. Damage from the

attack is reduced by 1d12

+ 24. If damaged is

reduced to 0, the missle 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

Fall"=>"Can us a Reaction

to falling damage by by

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

Strike"=>"your unarmed

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the Purpose of overcoming

Resistance and immunity

to nonmagical attacks and

damage."}], "Way of the

Empty Mind Abilities"=>

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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

disadvantage on attacks

against any other creature

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

gains

you"]}],

target creature

"Simultaneous

than

"Ki-Empowered

"Extra

Attack

monk weapon",

Attack"=>"Can

85hp".

turn".

[{"Empty

Techniques"=>

Blows"=>"Immediately

action"],

"Flurry

action".

turn"}].

"Ki"=>[{"Ki

"Patient

"Unarmored

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# Manner

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# Motivat

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**Passion** Politic Bloodline

# Secrets Cal is

all. Or is I

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## Adjectives -

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