

500 x 3235
→ ↔
Image Dummy

(LORD) CAL MANTERIUS

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	CHA
12	17	14	10	10	17
(+1)	(+4)	(+2)	(+0)	(+0)	(+4)

Saving Throws -
Skills - Medicine; Persuasion
Proficiencies -
Proficiency Mod - +3

Languages - Firbolg Common Giant Elven
Adjectives - Loud,

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

2500 x 3235
↔ ↔
Image Dummy

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 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.

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 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?

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.

Cal is
all. Or is it

Actions

—

Factions