

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

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ROLEPLAY

Introduction

Cal is a middle-aged adult firbolg, a chaotic neutral monk. He is a messenger, crier, and barker. He is a level 6 monk of the Way of the Empty Mind. He is a middle-aged adult firbolg, a chaotic neutral monk. He is a messenger, crier, and barker. He is a level 6 monk of the Way of the Empty Mind.

Appearance

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2500 x 323

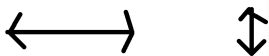


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Proficiencies -
Proficiency Mod - +3

Languages -
Firbolg Common Giant Elvish
{ "id"=>"Monastery", "name"=>"Monastery" }
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?

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Secrets

Cal is
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Proficiencies -

Languages -

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

Adjectives -

Loud, Confused, Persistent,

Special Abilities

-

Special Equipment

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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

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Factions