


2500 x 323  
  
 Image Dimensions

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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 Missiles"=>"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"=>[{"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 resolves as normal."}]}

**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**

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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**