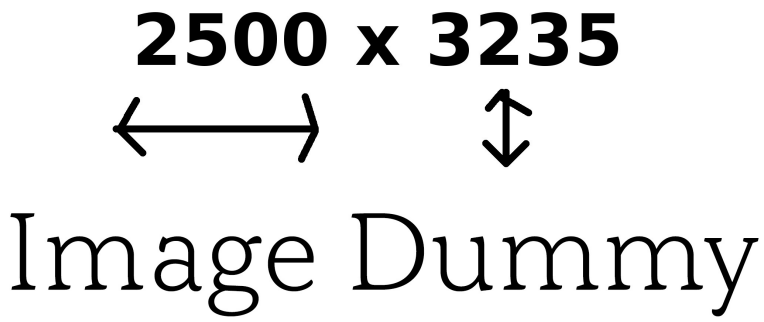


Gleadric or Cujulo

older adult Firbolg
Neutral Good
Level 5 Shaman Witch-Doctor

Pronouns -

they/them

Occupations -

Fur and Skins Trader

Armor Class -

15

Hit Points -

54 (TODO Hitdice)

Speed -

30.

STR

13 (+2)

DEX

15 (+3)

CON

9 (0)

INT

9 (0)

WIS

18 (+4)

CHA

15 (+3)

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"}], "Shaman Abilities"=>[{"Spellcasting"=>[{"Description"=>"DC 14", "Cantrips"=>"Toll the Dead, Guidance, Primal Savagery", "1st Level"=>"Bane, Cammand", "2nd Level"=>"Earthbind, Pass Without Trace", "3rd Level"=>"Life Transference"}], "Sacred Technique"=>[{"Description"=>"This focus grants you innate bonuses depending on your choice of focus", "Soul"=>"When wearing no armor your AC = 10 + your Dexterity + your Wisdom."}], "Totemic Magic"=>[{"Description"=>"You Learn the Art of making Totems through which you channel shamanistic power. Totems Known - 4.", 1=>"Totem of the Earthquake", 2=>"Totem of the Eruption", 3=>"Totem of the Avalanche"}]}], "Witch-Doctor Abilities"=>[{"Life Bearer"=>"as a bonus action you can touch one creature and heal it 1d10+ Wisdom Modifier", "Primal Blessing"=>"Can bestow up to half your Totems upon other willing creatures until your next long rest", "Spellcasting"=>[{"Description"=>"DC 14", "3rd Level"=>"Enhance Ability, Lesser Restoration", "5th Level"=>"Beacon of Hope, Revivify"}]}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Infernal Common Undercommon

Adjectives -

Firbolg, Common, Elvish, Giant,

Special Abilities

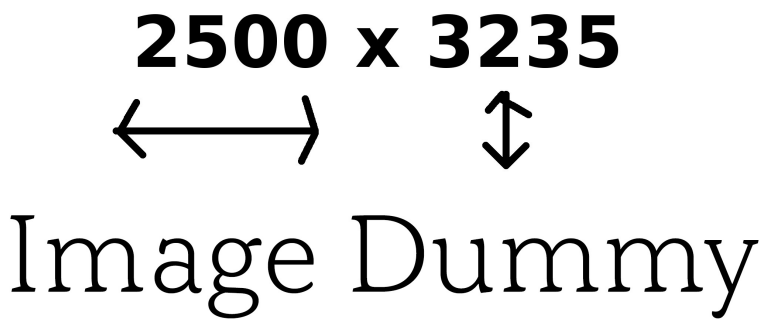
Special Equipment

Combat Tactics

Actions

Factions

Role:



Roleplaying

Introduction

A stall displays numerous quality tanned hides and furs from iron racks. "Lovely, huh?" A Firbolg asks, chewing on jerky

Appearance

Tall and stocky. Grey fur. Long wild deep blue hair and beard. Patched hides and leathers. Tiny bones and flora tied to hair

Expressions

Eek. Da dreamers be frownin

Long days make good pay

Right, right, right. Think it through

Mannerisms

Taps head and body in various places in various sequences. Points out overly formal things. Refers to self in 3rd person

Motivations

To resist the industrial and technological innovations and cultural change and thus rebel against political structures

Passions

Nature. Protecting Lycanthropes. Equality. Socialism

Secrets

His Shamanic Calling of Dreams attacks his psyche with demands to tear down royal lineages

---

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Proficiencies -

Languages -

Infernal Common Undercommon

Adjectives -

Firbolg, Common, Elvish, Giant,

Special Abilities

-

Special Equipment

-

Combat Tactics

Gleadric will retract from conflict. Cujoloa will ferciously use his magicks and invocations to down combatants

Actions

-

Factions

Role:

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Background Story

Gleadric was raised in a Firbolg stronghold in the remote forests of Yyl on the outskirts of known civilization. The pivoting

day in his youth, when his shamanic calling took control of his dreams and appended them to his woken life, was nearly crippling at first; changing him from the day-to-day gentle tenderer to flora into a seemingly secretive tanner and collector of furs. "You've changed." One of his closest friends imparted, "but... change is life." He patted Gleandric on the back while Cujuloa continued stripping a large Bison of it's hide. Gleadric became two spirits inhabiting one physical body. Cujuloa was largely in charge of his daily productive activities - invoking dreams in his waking life and providing soft, warm dreams to his peoples - while Gleadric remained in control of his interactions with his community. However, Cujuloa demanded that they take their firm beliefs in equality and profound spirituality to the civilized communities and that they find new means and ways to bring peoples back to the basic love of for flora and fauna. They believe that by building room in the market for impressive hide and fur trade - a return to more primitive and anarchic ways - while impressing the importance of adhering to dreams over the purported reality of the waking world; that this will bring peoples back to their essential being. Their goals, along with their split psyche, make social appearances, well, a challenge in situations relying on a finely detailed social contract. They come across to most as wild or 'crazy', but upon closer inspection and interactions, their distilled spirituality leaves a mark of genuine good. Depending on which spirit is taking charge, they refer to themselves in 3rd person - either Gleadric or Cujulo.