

GLEADRIC & CUJUNOA

older adult firbolg
neutral good
Level 5 shaman

Pronouns: they/them
Occupations: Fur and Skins Trader
Armor Class 16
Hit Points 54 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
13 (+2)	15 (+3)	9 (0)	9 (0)	16 (+3)

CHA

15
(+3)

Saving Throws
TODO Saving Throws
Skills
Survival; Nature; Athletics;
Perception; Insight; Tanning;
Skinning; Fabrics & Textile
Stealth

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Firbolg Common Elvish Giant ,
Adjectives ,

Special Abilities

- Detect Magic; Disguise Self
Hidden Step; Shamanic Call
Spirit Magic; Shamanic
Invocations; Blessings of
Dream; Dreamrender; Faun
Shaman; Gift of Sight; Glim
the Path | Silent Image; Sle
Phantasmal Force; Suggest
Major Image; Sending | Spe
0 - 2; 1 - 3; 2 - 2

Special Equipment

Combat Tactics

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

Actions

Quarterstaff

Factions

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Skills

Survival; Nature; Athletics; Perception; Insight; Tanning; Skinning; Fabrics & Textiles; Stealth

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

TODO Senses

Languages

Firbolg Common Elvish Giant

Adjectives

Special Abilities

- Detect Magic; Disguise Self | Hidden Step; Shamanic Calling; Spirit Magic; Shamanic Invocations; Blessings of Dream; Dreamrender; Fauna Shaman; Gift of Sight; Glimpse the Path | Sleep Image; Sleep; Phantom Force; Suggestion; Major Image; Sending | Spells: 0 - 2; 1 - 3; 2 - 2

Special Equipment

Combat Tactics

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Actions

2500 x 3235

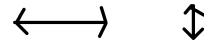


Image Dummy

Cell3

Introduction

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

Appearance

Tall & stocky. Grey fur. Long wild deep blue hair and beard. Patched hides & 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.

ROLEPLAYING

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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 Gleadric on the back when Cujuloa continued stripping a large Bison of its hide. Gleadric became two spirits inhabiting one physical body. Cujuloa was large in charge of his daily productive activities - invoking dreams in his waking life and providing soft, warm dreams to his peoples - while Gleadric was the one who

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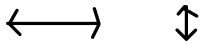


Image Dummy

Quarterstaff

Factions

Gleadric remained in control of his interactions with his community. However, Cujuloo 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 level of flora and fauna. They believed that by building room in the market for impressive hide and fur trade, they would 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 would bring peoples back to their essential being.

Their goals, along with their split psychology, 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 Cujuloo.

PERSONALITY

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