



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
13

DEX
15

CON
9

INT
9

WIS
16

CHA
15

Saving Throws TODO Saving Throws

Skills Survival; Nature; Athletics; Perception; Insight; Tanning; Skinning; Fabrics & Textiles; 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 Calling; Spirit Magic; Shamanic Invocations; Blessings of Dream; Dreamrender; Fauna Shaman; Gift of Sight; Glimpse the Path | Silent Image; Sleep; Phantasmal Force; Suggestion; Major Image; Sending | Spells: 0 - 2; 1 - 3; 2 - 2

Special Equipment

Combat Tactics

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

Actions

Quarterstaff

Factions

ROLEPLAYING

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.

Background

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 Cujuloo continued stripping a large Bison of it's hide.

Gleadric became two spirits inhabiting one physical body. Cujuloo 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, 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 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 Cujuloo.

