

GLEADRIC & CUJUNOA

older adult firbolg
neutral good
Level 5 shaman

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

STR	DEX	CON	INT	WIS
13	15	9	9	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 Calli
Spirit Magic; Shamanic
Invocations; Blessings of
Dream; Dreamrender; Fauna
Shaman; Gift of Sight; Glimp
the Path | Silent Image; Slee
Phantasmal Force; Suggesti
Major Image; Sending | Spell
0 - 2; 1 - 3; 2 - 2

Special Equipment
Combat Tactics

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

Actions
Quarterstaff
Factions

ROLEPLAYING

Introduction
A tall, diaphanous, numerous

older adult firbolg
neutral good
Level 5 shaman

Occupations:

Armor Class 16

Speed 30.


$$\begin{array}{ccccccc} 13 & 15 & 9 & (0) & 9 & (0) & 16 \\ (+2) & (+3) & & & & & (+3) \end{array}$$

15
(+3)

TODO Saving Throws

Survival; Nature; Athletics
Perception; Insight; Tan
Skinning; Fabrics &
Stealth

Damage Immunities

Condition Immunities

Senses TODO Senses

Firbolg Common Elvish (

Adjectives

Expressions

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




Image Dummy

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Image Dummy

Special Abilities

- Detect Magic; Disguise; Hidden Step; Shamanic Calling; Spirit Magic; Shamanic Invocation; Blessings of Dream; Dreamrender; Faur; Shaman; Gift of Sight; Glimpse the Path | Image; Sleep; Phantom Force; Suggestion; Image; Sending | Strength 2; 1 - 3; 2 - 2

Special Equipment

Combat Tactics

Gleadric will retract from Cujulooa will feriously use magicks and invocations to harm combatants.

Actions

Quarterstaff

Factions

"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 STORY

Gleadric was raised in a Firbolg stronghold in the remote forests of Yyl on the outskirts of a known civilization. The pivotal day in his youth, when his shamanic calling took control of his dreams and appended the 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." patted Gleadric on the back while Cujulooa continued stripping a large Bison of its hide. Gleadric became two spirits inhabiting one physical body. Cujulooa was largely in charge of his daily productive activities invoking dreams in his waking and providing soft, warm dreams to his peoples - while Gleadric remained in control of his interactions with his community. However, Cujulooa 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 basic love of flora and fauna. They believe that by building a 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 the split psyche, make social appearances, well, a challenging 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. Depend on which spirit is taking charge they refer to themselves in 3rd person - either Gleadric or Cujulooa.

PERSONALITY

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