

GLEADRIC OR CUJULO

Pronouns - they/them
Occupations - Fur and Skins Trader
Armor Class - 15
Hit Points - 54 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
13	15	9 (0)	9 (0)	18	15
(+2)	(+3)			(+4)	(+3)

"[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, Command", "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 Storm", 4=>"Totem of the Sun and Moon", 5=>"Totem of the Wind", 6=>"Totem of the Water", 7=>"Totem of the Fire", 8=>"Totem of the Ice", 9=>"Totem of the Lightning", 10=>"Totem of the Earth", 11=>"Totem of the Air", 12=>"Totem of the Moon", 13=>"Totem of the Sun", 14=>"Totem of the Stars", 15=>"Totem of the Cosmos", 16=>"Totem of the Universe", 17=>"Totem of the Multiverse", 18=>"Totem of the Omniverse", 19=>"Totem of the Everything", 20=>"Totem of the Nothing", 21=>"Totem of the Somewhere", 22=>"Totem of the Nowhere", 23=>"Totem of the Everywhere", 24=>"Totem of the Anywhere", 25=>"Totem of the Somewhere-Else", 26=>"Totem of the Nowhere-Else", 27=>"Totem of the Everywhere-Else", 28=>"Totem of the Anywhere-Else", 29=>"Totem of the Somewhere-Else-Else", 30=>"Totem of the Nowhere-Else-Else", 31=>"Totem of the Everywhere-Else-Else", 32=>"Totem of the Anywhere-Else-Else", 33=>"Totem of the 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Anywhere-Else-Else-Else-Else-Else-Else-Else-Else-Else-Else", 137=>"Totem of the Somewhere-Else-Else-Else-Else-

Older Adult Firbolg
Neutral Good
Level 5 Shaman Witch-
Doctor

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Occupations -
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Hit Points -
54 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS
13	15	9	9	18
(+2)	(+3)	(0)	(0)	(+4)

CHA
15
(+3)

["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, Command", "2nd Level"=>"Earthbind, Pass Without Trace", "3rd Level"=>"Life Transference"}], "Sacred Technique"=>["Description"=>"This focus grants you innate bonuses depending on your

A s
numerous
hides and
racks. "Lo
Firbolg as
jerky

Tall and
fur. Long
hair and
hides and
bones and
hair


Eek.
dreamer

Long
good pay

Right
right.
through

Taps is a person in various various settings out overly. Refers to person

To res
and


2500 x 323

 Image Dump

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

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

Eek. Da dreamers be frownin

Long days make good pay

500 x 3235


ge Dummy

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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"}]]}

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Proficiencies -

Proficiency Mod - +3

Languages -

Infernal Common Undercommon

Adjectives - Firbolg, Common, Elvish, Giant,

Special Abilities

Special Equipment

Combat Tactics

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

Actions

Factions

Role:

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
Equality. Socialism

Secrets

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

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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
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Languages -

Infernal Common
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Actions

Factions

Role:

innovation
change a
against
structures

Passions

Nature
Lycanthropy
Socialism

Secrets

His Story of Dream
psyche will
tear down