

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; Sleep Phantasmal Force; Suggestio Major Image; Sending | Spell 0 - 2; 1 - 3; 2 - 2

Special Equipment

Combat Tactics

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

Actions

Quarterstaff

Factions

ROLEPLAYING

Introduction

A stall displays numerous quality tanned hides and f from iron racks. "Lovely, h A Firbolg asks, chewing on ierky

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

Image Dummy

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

### Special Equipment

### Combat Tactics

Gleadric will retract from Cujulooa will ferociously use magicks and invocations combatants.

### Actions

Quarterstaff

### Factions

Let us dreamers be known; 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 the 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 their split psyche, make social appearances, well, a challenging situations relying on a finely detailed social contract. They come across to most as wild and 'crazy', but upon closer inspection and interactions, their distilled spirituality leaves a mark of genuine good. Dependent on which spirit is taking charge they refer to themselves in 3rd person - either Gleadric or Cujulooa.

## PERSONALITY

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