

GOLOMIR CRAAG

middle aged adult orc
chaotic good
Level 7 ranger

Pronouns: he/him
Occupations: Pissprophet; Cunning Man; Hedge Wizard
Armor Class 16
Hit Points 61 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS	CHA
14 ()	17	14	10	16	9

Saving Throws TODO Saving Throws
Skills Medicine; Animal Handling; Nature; Persuasion; Survival
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Goblin Orcish Sylvan ,
Adjectives ,

Special Abilities

- Extra Attack | Otherworldly glamour | Dreadful Strikes; Primeval Awareness | Fey Wanderer Spells - Charm Person, Misty Step | Spells: 0 - 4; 1 - 4; 2 - 2

Special Equipment

- Aetheric Chain Sickle - A +1 chain sickle; as a magic effect
- chain can be used to pull an entangled target towards Golomir or Golomir towards the target
- after which
- Golomir receives an additional +2 to strike and damage.

Combat Tactics

Golomir is fierce in combat. He will begin by entangling foes with the chain attached to the hilt of his sickle and follow up with a vicious swipe.

Actions

Chain sickle (1d6, entanglement, finesse, 15 feet) | Hand Crossbow

Factions

2500 x 3235

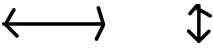


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ROLEPLAYING

Introduction

A lithe Orc with wild ram horns and strangely patterned skin bumps into you, proclaiming, "Ay, yer piss smells off".

Appearance

Wiry. Wild curly blue-tinted hair. Veins surge beneath grey skin. Various bobbles hang from clothes. His shadow dances.

Expressions

"Religion is for the weak. The faeries provide more hope and healing"; "Can call me cunning but I divine more than luck"

Mannerisms

Joyfully hums or mumbles romantic tunes. Plays with multiple Hoodoo faery dolls. Obsessively twists hair with a finger.

Motivations

Driven to unearth folklore of various rural regions. Seeks to downplay any influence of witches. Spreads literacy.

Passions

Golomir must wander. Loves creating trinkets and bobbles, like amulets and omens.

Secrets

Golomir gained access to the Fey wild through a pact with an Old Forgotten God considered evil.

CELL ONE

CELL 2

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Saving Throws

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Saving Throws

Skills

Medicine; Animal Handling; Nature; Persuasion; Survival

Proficiencies

TODO

Damage Immunities

TODO

Damage Immunities

Condition Immunities

TODO

Condition Immunities

Senses

TODO

Senses

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