

## 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
14	17	14	10	16
(+2)	(+4)	(+2)	(+0)	(+3)

**CHA**  
9 (0)

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

### Special Abilities

-

### Special Equipment

-  
-  
-  
-

### 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

-

### Factions

**Seelie Fey [Good-aligned  
Fey]**

### Order of the Satyr

2500 x 3235

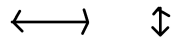


Image Dummy

## 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.

## 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
14	17	14	10	16
(+2)	(+4)	(+2)	(+0)	(+3)

**CHA**  
9 (0)

**Saving Throws**  
TODO Saving Throws  
**Skills** **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

-

### Special Equipment

-  
-  
-  
-

### 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

-

### Factions

**Seelie Fey [Good-aligned  
Fey]**

### Order of the Satyr

## 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.

## BACK STORY

Golomir wa  
traditional  
Bored of a  
disenfranch  
tribe's ince  
train and t  
unquencha  
blood of th  
sought dee  
his life. Th  
tribe, an O  
texts that  
for contact  
population  
Golomir ga  
and studie  
until he wa  
contact the  
the archfe  
access to t  
and wande  
befriending  
denizens a  
medicines,  
magicks, a  
his talents  
medicinal  
practitione  
What's mo  
the archfe  
creating bo  
to represe  
believes to  
world. Ove  
Seelie taug  
of the wild  
mortal and  
Golomir gr  
curled ram  
distinguish  
rest of the  
Orcish race  
his time be  
realms wa  
aim of brin  
he meets.  
his abilities  
man' or 'he  
sort of sha  
medicine p  
believes th  
greater go  
achievable  
spreading  
literacy.

3235



Image Dummy

Cell3