

x 3235
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Dummy

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 -
Skills -
 Medicine; Animal Handling;
 Nature; Persuasion; Survival
Proficiencies -
Proficiency Mod - +3

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 -

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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

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 TODO Saving Throws
Skills -
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 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 -
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Special Equipment
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Secrets

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

BACKGROUND STORY

Golomir was born in a traditional Orcish tribe. Bored of the disfranchisement of his tribe's inheritance to train and unquenchable blood of the sought death of his life. The tribe, an Orcish texts that for a population Golomir and studied until he was contact through the archfey access to and was befriendin denizens and medicines magicks, his talent medicinal practitione What's more the arch creating to represent believes to world. Over Seelie tau of the w mortal a Golomir g curled r distinguish rest of the Orcish ra his time realms wa aim of bri he meets his abiliti man' or sort of s medicine believes t

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greater
achievable
spreading
literacy.