

Golomir Craag

GOLOMIR CRAAG

Middle Aged Adult Orc
Chaotic Good
Level 7 Ranger Fey Wanderer

Pronouns - he/him
Occupations - 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
(+2)	(+4)	(+2)	(+0)	(+3)	(0)

Saving Throws - Skills -

{ "Orc Abilities" => [{ "Darkvision" => "can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Aggressive" => "As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started", "Primal Intuition" => "Proficient in Insight and Survival", "Powerful Build" => "count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Relentless Endurance" => "Once per long rest, when reduced to 0hp but not outright killed, can drop to 1hp instead", "Savage Attack" => "When scoring a critical hit on a melee weapon attack, can roll an additional damage dice of the weapons type and add it to the total" }, { "Ranger Abilities" => [{ "Ranger Spellcasting" => [{ "Description" => "Spell DC 13", "1st Level" => "Hunter's Mark, Goodberry, Wild Cunning, Animal Friendship", "2nd Level" => "Pass Without Trace, Lesser restoration, Animal Messenger" }, { "Favored Enemy" => "Has advantage on Wisdom (Survival) checks to track her Favored enemies, as well as on Intelligence Checks to recall information about them", "Natural Explorer" => [{ "Decription" => "Favored Terrain", "Additional Information" => ["Difficult Terrain doesn't slow your group's Travel", "Your group can't become lost except by magical means", "Even when you are

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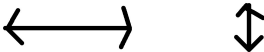


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Seelie Fey [Good-aligned Fey]
Role:

Order of the Satyr
Role:

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Proficiencies -

Languages -

Common Goblin Orcish
Sylvan

Adjectives -

Odd, Delusional,

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]

Role:

Order of the Satyr

Role: