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Golomir Craag

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 14 (+2) | DEX 17 (+4) | CON 14 (+2) | INT 10 (+0) | WIS 16 (+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]
Role:
Order of the Satyr
Role:

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.

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