

500 x 3235



Image Dummy

### GOLOMIR CRAAG

*Middle Aged Adult Orc  
Chaotic Good  
Level 7 Ranger*

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

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STR	DEX	CON	INT	WIS	CHA
14	17	14	10	16	9
(+2)	(+4)	(+2)	(+0)	(+3)	(0)

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

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**Languages** - Common Goblin Orcish Sylvan  
**Adjectives** -

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**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:

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.

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