

CELL 2GOLOMIR
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 Hitdic
Speed 30.

STR DEX CON INT WIS
14 17 14 10 16

CHA
9

Saving Throws
TODO Saving Throws
Skills
Medicine; Animal Handling
Nature; Persuasion; Surviv

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Goblin Orcish Syl
Adjectives ,

Special Abilities

- Extra Attack | Otherworld glamour | Dreadful Strike Primeval Awareness | Fe Wanderer Spells - Charm Person, Misty Step | Spe 0 - 4; 1 - 4; 2 - 2

Special Equipment

- Aetheric Chain Sickle - A chain sickle; as a magic effect
- chain can be used to pull entangled target toward Golomir or Golomir toward the target
- after which
- Golomir receives an additional +2 to strike and damage.

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

Chain sickle (1d6, entanglement finesse, 15 feet) | Hand Crossbow

Factions

Cell3

ROLEPLAYING

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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.

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- after which
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Actions

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Factions

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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