

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 10 17 14 16 (+2)(+4) (+2) (+0)(+3)

CHA 9 (0)

Saving Throws

TODO Saving Throws Skills

Medicine; Animal Handling; Nature; Persuasion; Survival

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities TODO Condition **Immunities**

Senses TODO Senses 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 Fev1

Order of the Satvr

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ROLEPLAYING

A lithe Orc with wild ram horns

Wiry. Wild curly blue-tinted hair.

Various bobbles hang from clothes.

Veins surge beneath grey skin.

"Religion is for the weak. The

I divine more than luck"

faeries provide more hope and

healing"; "Can call me cunning but

Joyfully hums or mumbles romantic

tunes. Plays with multiple Hoodoo

faery dolls. Obsessively twists hair

Driven to unearth folklore of

Golomir must wander, Loves

various rural regions. Seeks to

downplay any influence of witches.

creating trinkets and bobbles, like

Golomir gained access to the Fey

wild through a pact with an Old Forgotten God considered evil.

and strangely patterned skin bumps into you, proclaiming, "Ay, yer piss smells off".

Introduction

Appearance

Expressions

Mannerisms

with a finger

Motivations

Spreads literacy.

amulets and omens.

Passions

Secrets

His shadow dances.

Saving Throws **TODO Saving Throws** Skills Skills Medicine; Animal Handling; Nature; Persuasion; Survival **Proficiencies** TODO

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