GOLOMIR CRAAG

middle aged adult o chaotic good Level 7 ranger

Pronouns: he/him Occupations:

Pissprophet; Cunning Ma Wizard

Armor Class 16 Hit Points 61 (TODO H Speed 30.

STR DEX CON INT WIS

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

CHA

9 (0)

Saving Throws TODO Saving Throws Skills Medicine; Animal Handli Nature; Persuasion; Sur 2500 x 3235 ← → ↓ ↓

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ROLEPLAYING

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Medicine; Animal Handling; Nature; Persuasion; Survival

Proficiencies TODO

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

Special Abilities

 Extra Attack | Otherworldly glamour | Dreadful Strikes; Primeval Awareness | Fey Wanderer Spells - Charm Perso Misty Step | Spells: 0 - 4; 1 - 4; 2

Special Equipment

- Aetheric Chain Sickle A +1 chasickle; as a magic effect
- chain can be used to pull an entangled target towards Golo or Golomir towards the target
- after which
- Golomir receives an additional to strike and damage.

Combat Tactics

Golomir is fierce in combat. He will begin by entangling foes with the cattached to the hilt of his sickle and follow up with a vicious swipe.

Actions

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

Factions

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- after which
- Golomir receives an additional +2 to str damage.

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Actions

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Factions

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 region Seeks to downplay any influence of witches. Spreads literacy.

Passions

Golomir must wander. Loves creating trinkets a 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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BACKGROUND STORY

Golomir was raised in a traditional Orcish war tribe. Bored of and disenfranchised by his tribe's incess pressure to train and their unquenchable thirst for the blood of their foes, Golomir sought deeper meaning for his life. The Shaman of tribe, an Orog, held sacred texts the detailed rituals for contacting the population of the Feywild. Golomir gained her favor and studied these texts until he was finally able to contact the practitioners of the archfey. Golomir gained access to the fey realms and wandered there, befriending many of its denizens an adopting their medicines, attitudes, magicks, and lore. He grew his tale as a forager of medicinal herbs and practitioner of critical care. What's more, he adopted the archfey pract of creating bobbles and dolls to represent that which he believes to good in the world. Over time, while Seelie taught him the ways of the w in both the mortal and fey realms, Golomir gradually grew the curled horns that distinguish him from the rest of the members of the Orcish race.He now splits his time between

the two realms wandering with the of bringing joy to those he meets. W known for his abilities as a 'cunning man' or 'hedge wizard', a sort of shamanic voodoo medicine practitioner, he believes that joy an the greater good is only achievable through spreading health and litera

PERSONALITY