

2500 x 3235
Image Dummy

GOLOMIR CRAAG

*middle aged adult orc
chaotic good
Level 7 ranger*

Pronouns: he/him
Occupations: Pissprophet; Cunning Man; Healer; Wizard
Armor Class 16
Hit Points 61 (TODO Hitdice)
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; Survival

Proficiencies

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 Person, Misty Step | Spells: 0 - 4; 1 - 4; 2 - 2

Special Equipment

- Aetheric Chain Sickle | chain sickle; as a magic effect
- chain can be used to pull an entangled target towards Golomir or Golomir towards the target

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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

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Special Equipment

- Aetheric Chain Sickle - A +1 chain sickle; as a magic effect
- chain can be used to pull an entangled target towards Golomir or Golomir towards 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

ROLEPLAYING

Introduction

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<div><ul style="list-style-type: none">• after which• Golomir receives an additional +2 to strength damage.</div> <div>Combat Tactics</div> <div>Golomir is fierce in combat. He begins by entangling foes with his chain attached to the hilt of his sickle and follow up with a powerful swipe.</div> <div>Actions</div> <div>Chain sickle (1d6, entanglement, finesse, 15 feet) Hand Crossbow</div> <div>Factions</div>	<div>Motivations</div> <div>Driven to unearth folklore of various rural regions. Seeks to downplay any influence of witches. Spreads literacy.</div> <div>Passions</div> <div>Golomir must wander. Loves creating trinkets and bobbles, like amulets and omens.</div> <div>Secrets</div> <div>Golomir gained access to the Fey wild through a pact with an Old Forgotten God considered evil.</div>	<div>Appearance</div> <div>Wiry. Wild curly blue-tinted hair. Veins surge beneath his skin. Various bobbles hang from his clothes. His shadow dances.</div> <div>Expressions</div> <div>"Religion is for the weak. The faeries provide more hope and healing"; "Can call me cunny but I divine more than luck"</div> <div>Mannerisms</div> <div>Joyfully hums or mumbles old romantic tunes. Plays with his multiple Hoodoo faery doll. Obsessively twists hair with his finger.</div> <div>Motivations</div> <div>Driven to unearth folklore of various rural regions. Seeks to downplay any influence of witches. Spreads literacy.</div> <div>Passions</div> <div>Golomir must wander. Loves creating trinkets and bobbles, like amulets and omens.</div> <div>Secrets</div> <div>Golomir gained access to the Fey wild through a pact with an Old Forgotten God considered evil.</div>

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