

Golomir Craag

GOLOMIR CRAAG

Middle Aged Adult Orc
Chaotic Good
Level 7 Ranger Fey Wanderer

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

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

Saving Throws - Skills -

{ "Orc Abilities" => [{ "Darkvision" => "can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray", "Aggressive" => "As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started", "Primal Intuition" => "Proficient in Insight and Survival", "Powerful Build" => "count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift", "Relentless Endurance" => "Once per long rest, when reduced to 0hp but not outright killed, can drop to 1hp instead", "Savage Attack" => "When scoring a critical hit on a melee weapon attack, can roll an additional damage dice of the weapons type and add it to the total" }, { "Ranger Abilities" => [{ "Ranger Spellcasting" => [{ "Description" => "Spell DC 13", "1st Level" => "Hunter's Mark, Goodberry, Wild Cunning, Animal Friendship", "2nd Level" => "Pass Without Trace, Lesser restoration, Animal Messenger" }, { "Favored Enemy" => "Has advantage on Wisdom (Survival) checks to track her Favored enemies, as well as on Intelligence Checks to recall information about them", "Natural Explorer" => [{ "Description" => "Favored Terrain", "Additional Information" => ["Difficult Terrain doesn't slow your group's Travel", "Your group can't become lost except by magical means", "Even when you are"] }] }] }] }

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2500 x 323

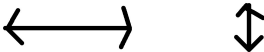


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A lithe ram horns patterned into you, "Av ver ni

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Proficiencies -
Proficiency Mod - +3

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| Languages - Common Goblin Orcish Sylvan | |
| Adjectives - Odd, Delusional, | |
| 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: | |

ROLEPLAYING

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| 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 | |
| <i>Religion is for the weak. The faeries provide more hope and healing</i> | |
| <i>Can call me cunning but I divine more than luck</i> | |
| 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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Sylvan

Adjectives -

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Special Abilities

-

Special Equipment

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Combat Tactics

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Actions

-

Factions

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Role:

Order of the Satyr

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