

*middle aged adult orc  
chaotic good  
Level 7 ranger*

STR	DEX	CON	INT	WIS
14	17	14	10	16

**Saving Throws**  
**TODO Saving Throws**  
**Skills**  
**Medicine; Animal Handling; Na**  
**Persuasion; Survival**

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

- **Extra Attack | Otherworldly glamour | Dreadful Strikes; Primeval Awareness | Fey Wanderer Spells - Charm Person, Misty Step | Spells: (4; 1 - 4; 2 - 2**

- **Aetheric Chain Sickie - 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.**

**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.**

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

**A lithe Orc with wild ram horns and strangely patterned skin**

*middle aged adult orc  
chaotic good  
Level 7 ranger*

**Pronouns:** he/him  
**Occupations:** Pissprophet; Cunning Mage; Wizard  
**Armor Class** 16

2500 x 3235  
Image Dummy

**HIT POINTS** 61 (TODO H  
**Speed** 30.

**STR DEX CON INT WIS**  
14 ( ) 17 14 10 16

**CHA**  
9

#### Saving Throws

TODO Saving Throws

#### Skills

Medicine; Animal Handli  
Nature; Persuasion; Sur

#### Proficiencies

**Damage Immunities**  
TODO Damage Immunit

**Condition Immunities**  
TODO Condition Immuni

**Senses** TODO Senses

#### Languages

Common Goblin Orcish

#### Adjectives

,

#### Special Abilities

- Extra Attack | Other glamour | Dreadful Primeval Awareness Wanderer Spells - C Person, Misty Step - 4; 1 - 4; 2 - 2

#### Special Equipment

- Aetheric Chain Sick chain sickle; as a m effect
- chain can be used t entangled target to Golomir or Golomir the target
- after which
- Golomir receives an additional +2 to str damage.

#### Combat Tactics

Golomir is fierce in comb begin by entangling foes chain attached to the hilt sickle and follow up with swipe.

#### Actions

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

#### Factions

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.

### 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.

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

### Passions

Golomir must wander. Love 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.

## BACKGROUND STORY

Golomir was raised in a traditional Orcish war tribe. Bored of and disenfranchised by his tribe's incessant pressure to train and their unquenchable thirst for the blood of their foes, Golomir sought deeper meaning for his life. The Shaman of his tribe, an Orog, had sacred texts that detailed rituals for contacting the population of the Feywild. Golomir gained her favour 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 and adopting their medicines, attitudes, magicks, and lore. He grew his talents as a forager of medicinal herbs and a practitioner of critical care. What more, he adopted the archfey practice of creating bobbles and dolls to represent that which he believes to be good in the world. Over time, while the Seelie taught him the ways of the wild in both mortal and fey realms, Golomir gradually grew the curled ram 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 aim of bringing joy to those he meets. Well known for his ability as a 'cunning man' or 'hedge wizard', a sort of shamanic voice medicine practitioner, he believes that joy and the greater good is only achievable through spread health and literacy.

## PERSONALITY

Golomir was raised in a traditional Orcish war tribe. Bored of and disenfranchised by his tribe's incessant pressure to train and their unquenchable thirst for the blood of their foes, Golomir sought deeper meaning for his life. The Shaman of his tribe, an Orog, had sacred texts that detailed rituals for contacting the population of the Feywild. Golomir gained her favour 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 and adopting their medicines, attitudes, magicks, and lore. He grew his talents as a forager of medicinal herbs and a practitioner of critical care. When more, he adopted the archfey practice of creating bobbles and dolls to represent that which he believes to be good in the world. Over time, while the Seelie taught him the ways of the wild in both mortal and fey realms, Golomir gradually grew the curled ram 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 aim of bringing joy to those he meets. Well known for his ability as a 'cunning man' or 'hedge wizard', a sort of shamanic voice medicine practitioner, he believes that joy and the greater good is only achievable through spread health and literacy.