GOLOMIR CRAAG

middle aged adult orc chaotic good Level 7 ranger

Pronouns: he/him
Occupations:
Pissprophet; Cunning Man; Hed
Wizard
Armor Class 16
Hit Points 61 (TODO Hitdice)
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 Handling; Nat 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 Person, Misty Step | Spells: 4; 1 - 4; 2 - 2

Special Equipment

- Aetheric Chain Sickle A +1 chain sickle; as a magic effe
- chain can be used to pull an entangled target towards Golomir or Golomir towards the target
- after which
- Golomir receives an addition
 +2 to strike and damage.

Combat Tactics

Golomir is fierce in combat. He begin by entangling foes with t chain attached to the hilt of his sickle and follow up with a vicio swipe.

Actions

Chain sickle (1d6, entanglemen finesse, 15 feet) | Hand Crossb

Factions

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Common Goblin Orcish Adjectives ,

Special Abilities

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

Special Equipment

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

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Joyfully hums or mumbles romantic tunes. Plays with multiple Hoodoo faery dolls Obsessively twists hair with finger.

Motivations

Driven to unearth folklore o various rural regions. Seeks downplay any influence of witches. Spreads literacy.

Passions

Golomir must wander. Loves creating trinkets and bobbl like amulets and omens.

Secrets

Golomir gained access to th Fey wild through a pact wit an Old Forgotten God considered evil.

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Secrets

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BACKGROUND STORY

Golomir was raised in a traditio Orcish war tribe. Bored of and disenfranchised by his tribe's incessant pressure to train and their unquenchable thirst for t blood of their foes, Golomir sought deeper meaning for his life. The Shaman of his tribe, a Orog, held sacred texts that detailed rituals for contacting population of the Feywild. Gold gained her favor and studied these texts until he was finally able to contact the practitione of the archfey. Golomir gained access to the fey realms and wandered there, befriending many of its denizens and adop their medicines, attitudes, magicks, and lore. He grew his talents as a forager of medicin herbs and a practitioner of crit care. What's more, he adopted the archfey practice of creatin bobbles and dolls to represent that which he believes to be g in the world. Over time, while Seelie taught him the ways of wild in both the mortal and fev realms, Golomir gradually gree 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 the aim of bringing joy to those he meets Well known for his abilities as 'cunning man' or 'hedge wizard sort of shamanic voodoo medic practitioner, he believes that j and the greater good is only achievable through spreading health and literacy.

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