



GOLOMIR CRAAG

Middle Aged Adult Orc
Chaotic Good
Level 7 Ranger

Pronouns: he/him
Occupations:
Pissprophet; Cunning Man;
Hedge 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;
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

-

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]

Order of the Satyr

2500 x 3235

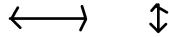


Image Dummy

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.

GOLOMIR CRAAG

Middle Aged Adult Orc
Chaotic Good
Level 7 Ranger

Pronouns: he/him
Occupations:
Pissprophet; Cunning Man;
Hedge 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 **Skills** 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

-

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]

Order of the Satyr

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.

BACKSTORY

Golomir is a traditional, Bored of a his tribe's train and t thirst for th Golomir so for his life. tribe, an O that detail contacting Feywild. G favor and s until he wa contact the archfey.Go to the fey there, befr denizens a medicines, and lore. F a forager c a practition What's mo archfey pr bobbles ar that which good in the while the S ways of the mortal and gradually c horns that the rest of Orcish race time betw wandering bringing jo Well know 'cunning m a sort of sh medicine p believes th good is on spreading

3235



Image Dummy