

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)

9 (0)

x 3235

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Dummy

Saving Throws -Skills -

Medicine; Animal Handling; Nature; Persuasion; Survival

Proficiencies -

Proficiency Mod - +3

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 [Goodaligned Fey]

Role:

Order of the Satyr

Role:

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 bluetinted 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

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BACKG STORY

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