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

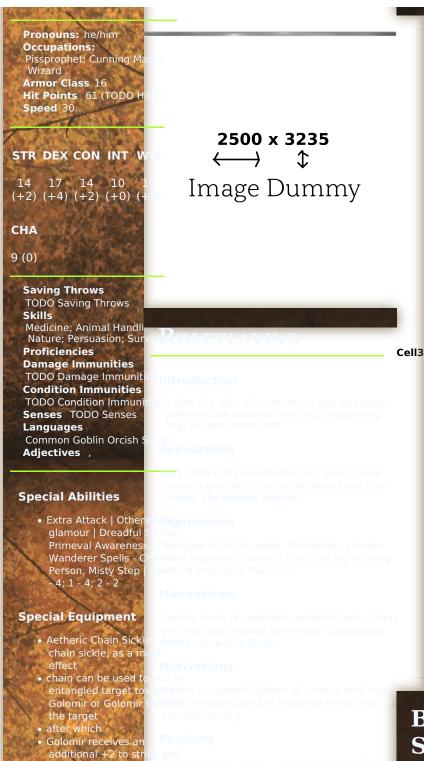
Golomir is fierce in combat. He begin by entangling foes with t chain attached to the hilt of his sickle and follow up with a vicio swipe.

Actions

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

Factions





damage.

Combat Tactics

Actions

Factions

Golomir is fierce in comb

begin by entangling foes

chain attached to the hilt

sickle and follow up with

Chain sickle (1d6, entang

finesse, 15 feet) | Hand C

ROLEPLAYING

Introduction

A lithe Orc with wild ram ho and strangely patterned ski bumps into you, proclaimin "Ay, yer piss smells off".

Appearance

Wiry. Wild curly blue-tinted hair. Veins surge beneath g skin. Various bobbles hang from clothes. His shadow dances.

Expressions

"Religion is for the weak. The faeries provide more hope of healing"; "Can call me cunn but I divine more than luck"

Mannerisms

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

Motivations

Driven to unearth folklore or 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.

BACKGROUND STORY

Golomir was raised in a tradition 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 soug deeper meaning for his life. The Shaman of his tribe, an Orog, he sacred texts that detailed rituals contacting the population of the Feywild. Golomir gained her favo and studied these texts until he finally able to contact the practitioners of the archfey.Golo gained access to the fey realms wandered there, befriending ma of its denizens and adopting the medicines, attitudes, magicks, a lore. He grew his talents as a forager of medicinal herbs and a practitioner of critical care. Wha

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 taug him the ways of the wild in both mortal and fey realms, Golomir gradually grew the curled ram horns that distinguish him from rest of the members of the Orcis race.He now splits his time betw the two realms wandering with t aim of bringing joy to those he meets. Well known for his abiliti as a 'cunning man' or 'hedge wizard', a sort of shamanic vood medicine practitioner, he believe that joy and the greater good is only achievable through spreadi health and literacy.

Personality

Golomir was raised in a tradition 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 soug deeper meaning for his life. The Shaman of his tribe, an Orog, he sacred texts that detailed rituals contacting the population of the Feywild. Golomir gained her favo and studied these texts until he finally able to contact the practitioners of the archfey.Golo gained access to the fey realms wandered there, befriending ma of its denizens and adopting the medicines, attitudes, magicks, a lore. He grew his talents as a forager of medicinal herbs and a practitioner of critical care. Wha 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 taug him the ways of the wild in both mortal and fey realms, Golomir gradually grew the curled ram horns that distinguish him from rest of the members of the Orcis race.He now splits his time betw the two realms wandering with t aim of bringing joy to those he meets. Well known for his abiliti as a 'cunning man' or 'hedge wizard', a sort of shamanic vood medicine practitioner, he believe that joy and the greater good is only achievable through spreadi health and literacy.