



500 x 3235  
→ ↕  
ge Dummy

### 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	CHA
14	17	14	10	16	9
(+2)	(+4)	(+2)	(+0)	(+3)	(0)

**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 [Good-aligned Fey]**  
Role:  
**Order of the Satyr**  
Role:

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** -  
**Saving Throws** -  
**Skills** -  
Medicine; Animal Handling; Nature; Persuasion; Survival  
**Proficiencies** -

**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]**  
Role:  
**Order of the Satyr**  
Role:

### ROLEPLAYING

**Introduction**  
A lithe ram horns patterned into you, "Ay, yer pi

**Appearance**  
Wiry. V tinted hai beneath Various from cloth dances.

**Expressions**  
"Relig the wi faeries pi hope an "Can cunning i more tha

**Mannerisms**  
Joyfully mumbles i Plays w Hoodoo Obsessivel with a fing

**Motivati**  
Driven folklore of regions. downplay of witch literacy.

**Passions**  
Golomi Loves cre and bobble and omens

**Secrets**  
Golomi access to through a Old For considered