

GOLOMIR **C**RAAG

Middle Aged Adult Orc Chaotic Good Level 7 Ranger

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Image Dummy

ROLEPLAYING

A lithe Orc with wild ram horns and

strangely patterned skin bumps into

you, proclaiming, "Ay, yer piss sme off".

Wiry. Wild curly blue-tinted hair. Vei

bobbles hang from clothes. His shad

surge beneath grey skin. Various

Introduction

Appearance

Expressions

dances.

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)

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

ROLEPLAYING

Introduction

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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"

Cell3 **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.

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BACK STOR

Golom traditional Bored of a disenfranc tribe's ince train and t unquencha blood of th sought dee his life. The tribe, an O texts that for contact population Golomir ga and studie until he wa contact the the archfe access to t and wande befriending denizens a medicines, magicks, a his talents medicinal practitione What's mo the archfe creating be to represe believes to world. Ove Seelie taug of the wild mortal and Golomir gr curled ram distinguish rest of the Orcish race his time be realms wa aim of brin

CHA 9 (0)

Saving Throws
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Medicine; Animal Handling;
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Languages Common Goblin
Orcish Sylvan
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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

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Passion

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Secrets

Golomir gained access to the Fey wi through a pact with an Old Forgotter God considered evil. foes with the chain attached to the hilt of his sickle and follow up with a vicious swipe.

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