

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 -
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] -

Order of the Satyr -

2500 x 3235

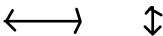


Image Dummy

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 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 - 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.

BACKG STORY

Golomir is a traditional Bored disenfranchised tribe's in to train unquench blood of t sought de his life. Th tribe, an c texts tha for co population Golomir c and stud until he w contact th the archfe access to and wa befriendin denizens a medicines magicks, i his talent medicinal practitione What's m the arch creating t to repre believes t world. Ove Seelie tau of the w mortal a Golomir g curled r distinguish rest of the Orcish ra his time realms wa aim of bri he meets his abiliti man' or ' sort of s medicine believes t

x 3235



Dummy

Golomir gained access to the Fey wild through a pact with an Old Forgotten God considered evil.

greater
achievable
spreading
literacy.