

## IRTANO THE BRAWNKEEP

Young Adult Goliath  
Lawful Good  
Level 5 Paladin Oath Of Glory

**Pronouns** - he/him

**Occupations** -

Performer of Wonders;  
Mercenary; Farmhand;  
Chef

**Armor Class** - 10

**Hit Points** -

43 (TODO Hitdice)

**Speed** - 30.

STR	DEX	CON	INT	WIS
16	10	18	10	12
(+3)	(+0)	(+4)	(+0)	(+1)

**CHA**

15

(+3)

**Saving Throws** -

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**Skills** -

{ "Goliath Abilities" =>

{ "Natural

Athlete" => "Proficient in

Athletics", "Stones

Endurance" => "Once per

short rest when he takes

damage he can use a

reaction to reduce that

damage by 1d12+4",

"Powerful Build" => "Counts

as one size larger

determining carrying

capacity", "Mountain

Born" => "Resistance to

cold damage. Acclimated

to high altitude including

elevations above 20,000

feet." }, "Paladin

Abilities" => [ { "Divine

Sense" => "Can focus

awareness to know the

location and type of any

celestial, fiend or undead

within 200 feet not behind

total cover. Can detect any

place of object that has

been consecrated or

desecrated within the same

radius. Can use this ability

x per long rest", "Lay on

Hands" => "Can touch

another creature to heal

up to xHP per long rest. Or

can SHP to cure a disease

or poison affecting it.",

"Fighting Style" => "Great

Weapon Fighting - When

you roll a 1 or 2 on a

damage die for an Attack

you make with a melee

weapon that you are

wielding with two hands,

you can reroll the die and

must use the new roll. The

weapon must have the

Two-Handed or Versatile

property for you to gain

this benefit", "Divine

Smite" => "Melee weapon

attacks deal an additional

5d8 radiant damage, or

6d8 versus undead or

fiends", "Divine

Health" => "Immune to

disease", "Extra

Attack" => "Can take and

extra attack action each

turn", "Spellcasting" =>

[ { "Description" => "DC 13",

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**Saving Throws** -

**Skills** -

{ "Goliath Abilities" => [ { "Natural

Athlete" => "Proficient in Athletics", "Stones

Endurance" => "Once per short rest when he

takes damage he can use a reaction to reduce

that damage by 1d12+4", "Powerful

Build" => "Counts as one size larger

determining carrying capacity", "Mountain

Born" => "Resistance to cold damage.

Acclimated to high altitude including

elevations above 20,000 feet." }, "Paladin

Abilities" => [ { "Divine Sense" => "Can focus

awareness to know the location and type of

any celestial, fiend or undead within 200 feet

not behind total cover. Can detect any place

of object that has been consecrated or

desecrated within the same radius. Can use

this ability x per long rest", "Lay on

Hands" => "Can touch another creature to heal

up to xHP per long rest. Or can SHP to cure a

disease or poison affecting it.", "Fighting

Style" => "Great Weapon Fighting - When

you roll a 1 or 2 on a damage die for an Attack

you make with a melee weapon that you are

wielding with two hands, you can reroll the

die and must use the new roll. The weapon

must have the Two-Handed or Versatile

property for you to gain this benefit", "Divine

Smite" => "Melee weapon attacks deal an

additional 5d8 radiant damage, or 6d8 versus

undead or fiends", "Divine Health" => "Immune

to disease", "Extra Attack" => "Can take and

extra attack action each turn", "Spellcasting" =>

[ { "Description" => "DC 13",

"1st Level" => "Bless, Command, Cure

Wounds, Protection from Evil", "2nd

Level" => "Branding Smite, Lesser

Restoration" ] }, "Oath of Glory Abilities" =>

2500 x 323

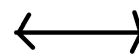


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## ROLEPLAYING

### Introduction

Irtano is a wanderer looking to display his talents. He often disrupts busy market places or taverns to show off his strength and abilities. In return he offers healing or blessings.

### Appearance

Standing 8' tall, Irtano is an imposing figure with gray skin and vertical curling patterns of red and orange over his entire body; he wears a long mohawk of deep ruddy red hair; he is never without his great-axe in hand; various pelts adorn his body like trophies

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### Expression

When Irtano is better and then would say

I've petty strength courage of such

An enlighten upon u require body ar

500 x 3235



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