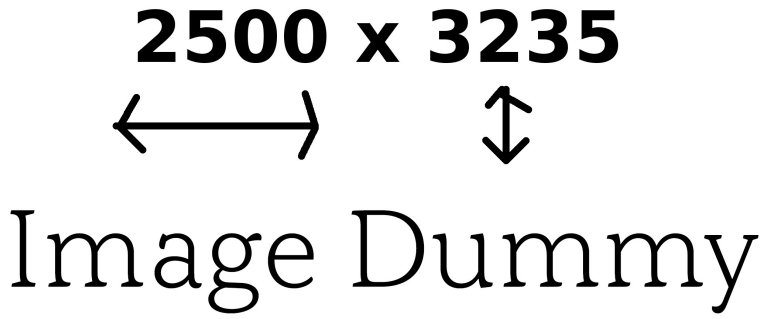

Irtano the Brawnkeep

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

16 (+3)

DEX

10 (+0)

CON

18 (+4)

INT

10 (+0)

WIS

12 (+1)

CHA

15 (+3)

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 detemining 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 desicrated 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 5HP 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"=>[{"Channel Divinity"=>[{"Peerless Athlete"=>"As a bonus action, you can use your Channel Divinity to augment your athleticism. For the next 10 minutes, you have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks; you can carry, push, drag, and lift twice as much weight as normal; and the distance of your long and high jumps increases by 10 feet", "Inspiring Smite"=>"Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity as a bonus action and distribute temporary hit points to creatures of your choice within 30 feet of you,

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Proficiencies -

Proficiency Mod -

+3

Languages -

Common Giant Elven Orcish {"id"=>"farmhands_guild", "name"=>"Farmhands Guild"}

Adjectives -

Boastful, Boorish, Confidents,

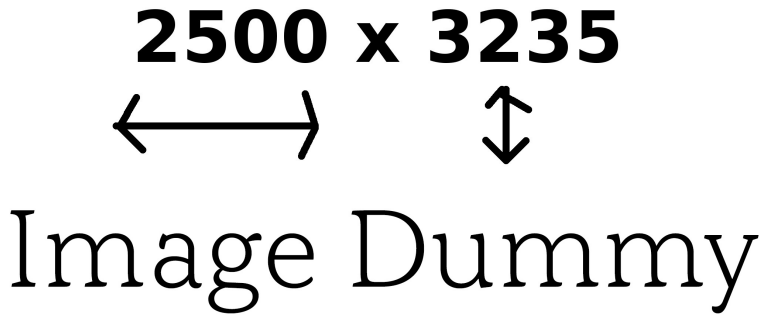
Special Abilities

Special Equipment

Combat Tactics

Actions

Factions



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

Expressions

> *We always have better things to do and this situation would suggest so*

> *I've no time for petty squabbles - strength and courage absolves us of such frivolities*

> *An age of enlightenment is upon us and it will require strength of body and character*

Mannerisms

Unless in combat, Irtano moves slowly and deliberately; He uses his touch gently with most and often reaches out an imposing hand to reassure others;

Motivations

This talented giant is far from modest and is always seeking others' celebrations of his strength and prowess. He is also inherently motivated to promote and support the talents and skills of others

Passions

Justice; Feats of strength and courage; Irtano is a self-proclaimed chef and has a passion for finer foods; he enjoys helping struggling farmers with their farmwork

Secrets

N/A

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Proficiencies -

Languages -

Common Giant Elven Orcish {"id"=>"farmhands_guild", "name"=>"Farmhands Guild"}

Adjectives -

Boastful, Boorish, Confidents,

Special Abilities

-

Special Equipment

-

-

Combat Tactics

Irtano will often stand his ground and await whomever is foolish enough to attack first to do so.

Actions

-

Factions

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Secrets

N/A

Background Story

The Goliaths of Gond'Qor are known as devout followers of Re, the God of Hooves and Horns [Any Central Goliath Deity]. These religious peoples promote strength and fortitude in their followers and advocate for supporting the strengths and good in others. Raised in this complex ritualistic community, Irtano developed a strong set of powers, abilities, and skills, and an even stronger set of ethics about how to treat himself and others. This also imbued him with high expectations as to how others ought to treat him. The Order of Re have set missionary goals whereby they send accomplished acolytes out into the Realms to aid in building up the 'lesser-thans' and promote their code of interconnected support. Irtano was selected as one such acolyte and sent forth to display his strength and abilities and to promote the Order's code of a Realm-wide brotherhood of strength and support.