

IRTANO, THE  
BRAWNKEEP

*young goliath*  
*lawful good*  
*Level 5 paladin*

Pronouns: he/him

Occupations:

IRTANO, THE  
BRAWNKEEP

*young goliath*  
*lawful good*  
*Level 5 paladin*

Pronouns: he/him

Occupations:  
Performer of Wonders; Mercena  
Farmhand; Chef

Armor Class 10

Hit Points 43 (TODO Hitdice)

Speed 30.

STR   DEX   CON   INT   WIS

16   10   18   10   15

(+3) (+0) (+4) (+0) (+3)

CHA

12

(+1)

Saving Throws

TODO Saving Throws

Skills Performance; Strength;

Proficiencies TODO

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses TODO Senses

Languages

Common Giant Elven Orcish ,

Adjectives Brawny ,

Special Abilities

- Extra Attack | Ensnaring Str  
| Misty Step | Spells: 1 - 4; 2  
| Divine Smite

Special Equipment

- Beads of Refreshment; Lifev
- Tattoo on his Right Hand -  
<b>Necrotic Resistance.</b>
- Irtano has resistance to  
necrotic damage. <b>Life
- Ward. </b>When Irtano wo  
be reduced to 0 hit points
- he drops to 1 hit point inste
- Once used
- this property can't be used  
again until the next dawn.

Combat Tactics

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

Actions

Great Sword

Factions

2500 x 3235  
Image Dummy

Performer of Wonders; Merc Farmhand; Chef <b>Armor Class</b> 10 <b>Hit Points</b> 43 (TODO Hit die) <b>Speed</b> 30.					Image Dummy				
<b>STR</b> 16 (+3) <b>DEX</b> 10 (+0) <b>CON</b> 18 (+4) <b>INT</b> 10 (+0) <b>WIS</b> 15 (+3)									
<b>CHA</b> 12 (+1)									
<b>Saving Throws</b> TODO Saving Throws									
<b>Skills</b> Performance; Strength									
<b>Proficiencies</b>									
<b>Damage Immunities</b> TODO Damage Immunities									
<b>Condition Immunities</b> TODO Condition Immunities									
<b>Senses</b> TODO Senses									
<b>Languages</b> Common Giant Elven Orcish									
<b>Adjectives</b> Brawny ,									
<b>Special Abilities</b>									
<ul style="list-style-type: none"><li>Extra Attack   Ensnaring Strike   Misty Step   Spontaneous Casting - 4; 2 - 3   Divine Smite</li></ul>									
<b>Special Equipment</b>									
<ul style="list-style-type: none"><li>Beads of Refreshment</li><li>Lifewell Tattoo on his Right Hand - &lt;b&gt;Necrotic Resistance.&lt;/b&gt; Irtano has resistance to necrotic damage. &lt;b&gt;Life Ward.&lt;/b&gt; When Irtano would be reduced to 0 hit points, he drops to 1 hit point instead. Once used, this property can't be used again until the next dawn.</li></ul>									
<b>Combat Tactics</b>									
Irtano will often stand his ground and await whomever is foolish enough to attack first to deliver justice.									
<b>Actions</b>									
Great Sword									
<b>Factions</b>									

## ROLEPLAYING

### Introduction

Irtano is a wanderer looking to display his talents. He often disrupts busy market places and 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

## BACKGROUND STORY

<p>The Goliaths of Gond'Qor are known as devout followers of Re, the God of Hooves and Horns [A 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 strength and abilities and to promote the Order's code of a Realm-wide brotherhood of strength and support.

## PERSONALITY

The Goliaths of Gond'Qor are known as devout followers of Re, the God of Hooves and Horns [Also the 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 strength and abilities and to promote the Order's code of a Realm-wide brotherhood of strength and support.