

Age: young
Race: goliath
Pronouns: he/him
Occupation:

- Performer of Wonders; Mercenary; Farmhand; Chef

Class: paladin
Level: 5
Alignment: lawful good
Languages:

- Common
- Giant
- Elven
- Orcish

Factions:

- [Farmhands Guild](#)

Adjectives:

- Brawny

Armour Class: 10
Hit Points: 43
Speed: 30

STR 16	DEX 10	CON 18	INT 10	WIS 15	CHA 12
Saving Throws TODO Saving Throws					

Role-Playing

Improv

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;

Acting

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:

Vulnerabilities: Irtano is terrified of frogs, Grung, and almost any other amphibious creature. This is a genetically derived phobia.

Skills:

- Performance; Strength;

Special Abilities: Extra Attack | Ensnaring Strike | Misty Step | Spells: 1 - 4; 2 - 3 | Divine Smite

Attacks: Great Sword

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

Special Equipment:

- Beads of Refreshment; Lifewell Tattoo on his Right Hand - **Necrotic Resistance.** Irtano has resistance to necrotic damage. **Life Ward.** 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.

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.