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** 

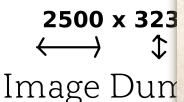
Hit Points - 43 (TODO Hitdice)

**Speed - 30.** 

DEX CON CHA 16 10 18 10 12 15 (+3)(+0)(+4)(+0)(+1)(+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 determining carrying capacity", "Mountain Born"=>"Resistance to cold 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 attack action each turn", extra "Spellcasting"=>[{"Description"=>"DC 13", "1st Level"=>"Bless, Command, Cure Wounds, Protection from Evil", "2nd Level"=>"Branding Smite, Restoration"}]}], "Oath of Glory Abilities"=>



# 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 greataxe in hand; various pelts adorn his body like trophies

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Performer of Wonders; Mercenary; Farmhand; Chef

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

CHA 15 (+3)

been

Saving Throws -Saving Throws -Skills -

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another creature to heal up

to xHP per long rest. Or can

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"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

Smite"=>"Melee weapon

attacks deal an additional

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6d8 versus undead or

Attack"=>"Can take and

extra attack action each

turn", "Spellcasting"=>

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

Health"=>"Immune

"Divine

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touch

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ROLE

Introdu

Irtano

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500 x 3235 age Dummy

[{"Channel DIVINITY"=>[{"Peeriess 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, which can include you. The total number of temporary hit points equals 2d8 + your level in this class, divided among the chosen creatures however you like."}], "Spellcasting"=>[{"Description"=>"DC 13",
"1st Level"=>"Guiding Bolt, Heroism", "2nd Magic Level"=>"Enhance Ability,

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**

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

#### Actions

**Factions** 

#### 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

"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 augment 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

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## Languages -

Proficiencies -

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