

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
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 an
extra attack action each
turn", "Spellcasting"=>
[{"Description"=>"DC 13",

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Athlete"=>"Proficient in Athletics", "Stones
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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
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Abilities"=>[{"Divine Sense"=>"Can focus
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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
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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 an
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"=>
[{"Description"=>"DC 13",

2500 x 323
↔ ↕
Image Dummy

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

500 x 3235
→ ↕
Image Dummy

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Expression

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{"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, 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 Level" => "Enhance Ability, Magic Weapon"}]}}

Proficiencies -
Proficiency Mod - +3

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

Adjectives - Boastful, Boorish, Confidants,

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 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 Level"=>"Enhance Ability, Magic Weapon"}]]}]

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