

IRTANO, THE **BRAWNKEEP**

Young Goliath Lawful Good Level 5 Paladin

Pronouns: he/him Occupations: Performer of Wonders; Mercenary; Farmhand; Chef **Armor Class** 10 Hit Points
43 (TODO Hitdice) Speed 30.

STR DEX CON INT 10 18 10 (+3) (+0) (+4) (+0) (+3)

CHA 12 (+1)

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Saving Throws TODO Saving Throws

Skills Performance; Strength; **Proficiencies** Damage Immunities TODO Damage Immunities
Condition Immunities **TODO Condition Immunities** Senses TODO Senses Languages Common, Giant, Elven, Orcish,

Adjectives Brawny,

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

Farmhands Guild

2500 x 3235 \longleftrightarrow Image Dummy

ROLEPLAYING

Introduction

Irtano is a wanderer looking to displ his talents. He often disrupts busy market places or tayerns to show o his strength and abilities. In return offers healing or blessings.

Appearance

Standing 8' tall. Irtano is an imposing figure with gray skin and vertical cur patterns of red and orange over his entire body; he wears a long mohaw deep ruddy red hair: he is never with his great-axe in hand; various pelts adorn his body like trophies

Expressions

"We always have better things to do this situation would suggest so"; "I'v time for petty squabbles - strength courage absolves us of such frivolitie 'An age of enlightenment is upon us it will require strength of body and character";

Mannerisms

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

Motivations

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

Passions

Justice; Feats of strength and couragilrtano is a self-proclaimed chef and passion for finer foods; he enjoys he struggling farmers with their farmwo

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Saving Throws TODO Saving Throws

Skills 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 Strike | Misty Step | Spells: 1 - 4; 2 3 | Divine Smite

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 O hit points he drops to 1 hit point instead. Once used this property can't be used again until the next dawn.

Combat Tactics

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

Great Sword

Factions

Farmhands Guild

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.

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Mannerisms

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

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

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.