

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 -

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 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

desecrated 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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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 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

desecrated 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",

"1st Level" => "Bless, Command, Cure

Wounds, Protection from Evil", "2nd

Level" => "Branding Smite, Lesser

Restoration"] }, { "Oath of Glory Abilities" =>

2500 x 323

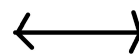


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ROLEPLAYING

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

ROLEPLAYING

Introduction

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Expression

When Irtano is better and then would say

I've petty strength courage of such

An enlighten upon u require body ar

500 x 3235



Image Dummy

{"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

<p>"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"}]]}]}</p> <p>Proficiencies -</p> <p>Languages - Common Giant Elven Orcish</p> <p>{ "id"=>"farmhands_guild", "name"=>"Farmhands Guild" }</p> <p>Adjectives - Boastful, Boorish, Confident,</p>	<p>Mannerisms - Unless Irtano m deliberat touch g and ofte imposing reassure</p> <p>Motivations - This far from always celebrati strength is al: motivate and sup and skills</p> <p>Passions - Justic strength Irtano is chef and for finer helping farmers farmworl</p> <p>Secrets - N/A</p>
<p>Special Abilities</p> <p>Special Equipment</p> <p>Combat Tactics</p> <p>Irtano will often stand his ground and await whomever is foolish enough to attack first to do so.</p> <p>Actions</p> <p>Factions</p>	