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Image Dummy

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.

STR	DEX	CON	INT	WIS	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 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 SHP 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"=>[{"Description"=>"DC 13", "1st Level"=>"Bless, Command, Cure Wounds, Protection from Evil", "2nd Level"=>"Branding Smite, Lesser Restoration"}]}

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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

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