

# DEONNE MATTRIEU DEVARIA

*young adult half-orc*  
*lawful neutral*  
*Level 5 paladin*

**Pronouns:** he/him  
**Occupations:** Innkeeper  
**Armor Class** 10  
**Hit Points** (TODO Hitdice)  
**Speed** .

STR	DEX	CON	INT	WIS
18	10	14	9	16

## CHA

18

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Persuasion; Medicine; Nature;  
Religion; Insight

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Orcish Goblinoid Dwa  
,  
**Adjectives** Stoic Survivor ,

## Special Abilities

- Divine Sense; Lay on Hands;  
Divine Smite; Sacred Oath;  
Extra Attack | Sanctuary;  
Sleep; Calm Emotions; Hold  
Person; Emissary of Peace;  
Rebuke the Violent

## Special Equipment

## Combat Tactics

Deonne is not to be reckoned with  
He attacks fiercely, head-on.

## Actions

Khopesh (1d8+STR, <i>disarm</i>)

## Factions

## ROLEPLAYING

### Introduction

Wearing a khopesh, the tall  
well-polished half-orc innkeeper  
claps twice. "We've new  
guests, people. To your  
duties."

### Appearance

Very fit. Chain skirt and tunic  
Half-cloak with two-faced lion  
embroidered on back. Shorn

Cell3

black hair. Black felt glove

### Expressions

"We've a few rules for the common room. Best ye follow em."; "Eye for eye for eye"

### Mannerisms

Stands stoic with one hand Khopesh at most times. Diligently delegates tasks to servants and employees. C head.

### Motivations

Seeks retribution for his years of torture under the Inquisition in search of the Orcish King of the North.

### Passions

Revenge. Providing respite to others in spite of his tragic past.

### Secrets

He seeks to murder the royal who created the Inquisitor group of paladins searching for the Orcish King of the North.

## DEONNE MATTHEW DEVARIA

young adult half-orc  
lawful neutral  
Level 5 paladin

**Pronouns:** he/him  
**Occupations:** Innkeeper  
**Armor Class** 10  
**Hit Points** (TODO Hit Dice)  
**Speed** .

### STR DEX CON INT WIS

18 () 10 14 9 16

### CHA

18

#### Saving Throws

TODO Saving Throws

#### Skills

Persuasion; Medicine; Negotiation; Religion; Insight

#### Proficiencies

#### Damage Immunities

TODO Damage Immunities

#### Condition Immunities

TODO Condition Immunities

#### Senses

TODO Senses

#### Languages

Common Orcish Goblin

Dwarven ,

**Adjectives** Stoic Survival

## ROLEPLAYING

### Introduction

Wearing a khopesh, the tall, well-polished half-orc innkeeper claps twice. "We've new guests, people. To your duties."

### Appearance

Very fit. Chain skirt and tunic. Half-cloak with two-faced head embroidered on back. Short black hair. Black felt gloves

### Expressions

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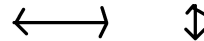


Image Dummy

2500 x 3235

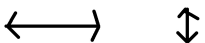


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### Special Abilities

- Divine Sense; Lay o  
Divine Smite; Sacre  
Extra Attack | Sanc  
Sleep; Calm Emotic  
Person; Emissary o  
Rebuke the Violent

### Special Equipment

### Combat Tactics

Deonne is not to be reck  
He attacks fiercely, head

### Actions

Khopesh (1d8+STR,  
<i>disarm</i>)

### Factions

"We've a few rules for the common room. Best ye  
follow em."; "Eye for eye for eye";

### Mannerisms

Stands stoic with one hand on Khopesh at most  
times. Diligently delegates tasks to servants and  
employees. Cocks head.

### Motivations

Seeks retribution for his years of torture under  
the Inquisitors in search of the Orcish King of the  
North.

### Passions

Revenge. Providing respite to others in spite of  
his tragic life.

### Secrets

He seeks to murder the royals who created the  
Inquisitors; a group of paladins searching for the  
Orcish King of the North.

## BACKGROUND STORY

<p>Because of the imposing  
austerity of the Winterlands,  
Orcs of the North, the Grimfang  
tribe, are known for being  
especially vicious. Lines of  
berserkers, polar bear cavalri  
and powerful shamans have  
carved bloody paths of  
devastation into the surround  
kingdoms.</p><p> Unknown  
the broader public, the Grimfang  
tribe has derived their  
ruthlessness from a desire to  
protect themselves from the  
strategic and unethical assau  
the Northern Dwarven and Elv  
alliances.</p><p> Separated  
from his tribe during a heavy  
skirmish, Deonne was held an  
tortured by the Inquisitors of  
North seeking the hearth of th  
King of the Grimfang. Torture  
over and over without giving  
any information, he was  
abandoned for dead. Trudging  
through the bitter winter  
landscape, he eventually four  
family of traveling merchants  
took pity on the cowering,  
shivering youth hidden off the  
side of a trading route. They t  
him in as an adopted son.</p>  
<p>Eventually finding Solace  
the Church of the Poet of Just  
[Hoar or some similar God of  
Revenge], Deonne has since  
committed his life to gaining  
retribution for the little know  
evils of the allied nations. Wh  
this serves as his over arching  
life-goal, he has settled himse  
into a rewarding juxtapositio  
life of providing comfort and  
respite to travelers of the Rea  
dwarves and elves alike, to of  
the comfort and compassion t  
he and his peoples never  
received.</p><p> Noble in  
presence, Deonne is committe  
a life governed by natural law  
the order civilization brings to  
masses. Although resentful of  
factions responsible for the  
unethical treatment of his trib  
he recognizes that town and c  
officials must bring order for  
people, and he believes that  
religious factions are more  
capable of this than politician  
and magistrates.</p>

## PERSONALITY

<p>Because of the imposing austerity of the Winterlands, Orcs of the North, the Grimfang tribe, are known for being especially vicious. Lines of berserkers, polar bear cavaliers and powerful shamans have carved bloody paths of devastation into the surrounding kingdoms.</p><p> Unknown to the broader public, the Grimfang tribe has derived their ruthlessness from a desire to protect themselves from the strategic and unethical assaults of the Northern Dwarven and Elven alliances.</p><p> Separated from his tribe during a heavy skirmish, Deonne was held and tortured by the Inquisitors of the North seeking the hearth of the King of the Grimfang. Tortured over and over without giving any information, he was abandoned for dead. Trudging through the bitter winter landscape, he eventually found a family of traveling merchants took pity on the cowering, shivering youth hidden off the side of a trading route. They took him in as an adopted son.</p><p>Eventually finding Solace in the Church of the Poet of Justice [Hoar or some similar God of Revenge], Deonne has since committed his life to gaining retribution for the little known evils of the allied nations. While this serves as his over arching life-goal, he has settled himself into a rewarding juxtaposition of life of providing comfort and respite to travelers of the Realm, dwarves and elves alike, to offer the comfort and compassion that he and his peoples never received.</p><p>Noble in presence, Deonne is committed to a life governed by natural law and the order civilization brings to the masses. Although resentful of the factions responsible for the unethical treatment of his tribe, he recognizes that town and country officials must bring order for the people, and he believes that religious factions are more capable of this than politicians and magistrates.</p>