

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
(+4)	(+0)	(+2)	(0)	(+3)

CHA

18
(+4)

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 Dwarf
,
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 w
He attacks fiercely, head-on.

Actions

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

Factions

ROLEPLAYING

Introduction

Wearing a khopesh, the tall

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

Image Dummy

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<i>disarm</i>)

Factions

"We've a few rules for the common room. Best y
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, the
Orcs of the North, the Grimfang
tribe, are known for being
especially vicious. Lines of
berserkers, polar bear cavalrie
and powerful shamans have
carved bloody paths of
devastation into the surroundi
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 assault
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 u
any information, he was
abandoned for dead. Trudging
through the bitter winter
landscape, he eventually found
family of traveling merchants who
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
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
a life governed by natural law
the order civilization brings to
masses. Although resentful of
factions responsible for the
unethical treatment of his tribe,
he recognizes that town and city
officials must bring order for the
people, and he believes that
religious factions are more
capable of this than politicians
and magistrates.</p>

PERSONALITY

Because of the imposing austerity of the Winterlands, the Orcs of the North, the Grimfang tribe, are known for being especially vicious. Lines of berserkers, polar bear cavalries and powerful shamans have carved bloody paths of devastation into the surrounding kingdoms.

Unknown to the broader public, the Grimfang tribe has derived their ruthlessness from a desire to protect themselves from the strategic and unethical assault of the Northern Dwarven and Elven alliances.

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 up any information, he was abandoned for dead. Trudging through the bitter winter landscape, he eventually found a family of traveling merchants who took pity on the cowering, shivering youth hidden off the side of a trading route. They took him in as an adopted son.

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.

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 city officials must bring order for the people, and he believes that religious factions are more capable of this than politicians and magistrates.