

Deonne Mattrieu Devaria

DEONNE MATTRIEU  
DEVARIA

Young Adult Half-Orc  
Lawful Neutral  
Level 5 Paladin Oath Of Free Commerce

**Pronouns** - he/him  
**Occupations** - innkeeper  
**Armor Class** - 10  
**Hit Points** - 48 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
18	10	14	9	16	18
(+4)	(+0)	(+2)	(0)	(+3)	(+4)

**Saving Throws - Skills -**

{ "Half-Orc Abilities"=>{ "Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray..", "Menacing"=>"gain proficiency in the Intimidation skill", "Relentless Endurance"=>"When reduced to 0 Hit Points but not killed outright, can drop to 1 hit point instead. Can't use this feature again until you finish a Long Rest.", "Savage Attack"=>"When he scores a critical hit with a melee weapon Attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit."}, "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 4 per long rest", "Lay on Hands"=>"Can touch another creature to heal up to 25HP per long rest. Or can 5HP to cure a disease or poison affecting it.", "Fighting Style"=>"Protection - Can impose disadvantage on attacks again other creatures with 5 feet", "Divine Smite"=>"Melee weapon attacks deal an additional 2d8 radiant damage, or 3d8 versus undead or fiends", "Divine Health"=>"Immune to disease", "Extra Attack"=>"Can take and extra attack action each turn", "Spellcasting"=>{ "Description"=>"DC 14", "1st Level"=>"Bless, Command, Purify Food and Drink, Shield of Faith", "2nd Level"=>"Branding Smite, Lesser Restoration"}}, "Oath of free Commerce Abilities"=>{ "Channel Divinity"=>{ "Objective Worth"=>"As an action, you can improve the quality of a weapon you are holding for one minute, causing it to become a +3 Magical Weapon in addition to it's other

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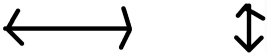


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ROLEPLAYING

Introduction

Wearing a khopesh, the tall, well-polished half-orc innkeep 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

We've a few rules for the common room. Best ye follow em.

Eye for eye for eye

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Expressions

We've rules common ye follow

Eye eye

Mannerisms

Stands hand on K times. delegates servants a Cocks heat

Motivations

Seeks his years the Inquis of the Orc North.

Passions

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Proficiencies -

Proficiency Mod - +3

Languages -

Common Orcish Goblinoid Dwarven

Adjectives -

Stoic, Survivor,

Special Abilities

-

Special Equipment

-

Combat Tactics

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

Actions

-

Factions

Church of Poetic Justice [Hoar]

Role:

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

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Role:

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the royal:  
the Inquis  
paladins s  
Orcish Kin