



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
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Orcish,
Goblinoid, Dwarven,
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

Church of Poetic Justice
[Hoar]

2500 x 3235
Image Dummy

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-c
with two-faced head embroidered on
back. Short black hair. Black felt glo

Expressions

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

Mannerisms

Stands stoic with one hand on Khop
at most times. Diligently delegates t
to servants and employees. Cocks h

Motivations

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

Passions

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

Secrets

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

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Medicine; Nature; Religion;
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Immunities

Senses TODO Senses
Languages Common,
Orcish, Goblinoid, Dwarven,
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

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**Church of Poetic
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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
cavalries, 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 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.</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
juxtapositional life of
providing comfort and
respite to travelers of the
Realms, 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 city officials must
bring order for their people,
and he believes that
religious factions are more
capable of this than
politicians and magistrates.
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