



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**

-

**Special Equipment**

**Combat Tactics**

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

**Actions**

-

**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 tor  
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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TODO Condition  
Immunities

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

**Adjectives**  
Stoic, Survivor,

**Special Abilities -  
Special Equipment**

**Combat Tactics**

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reckoned with. He  
attacks fiercely, head-  
on.

**Actions**

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

**Factions**

**Church of Poetic  
Justice [Hoar]**

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Orcish King of the North.

BACKGROUND  
STORY

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 assaults 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  
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.

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.