



## 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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**Proficiencies** TODO

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Immunities

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**Adjectives**

Stoic, Survivor,

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Sense; Lay on Hands; Divine

Smite; Sacred Oath; Extra

Attack | Sanctuary; Sleep;

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**Justice** [Hoar]

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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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