



## 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 (0)	16
(+4)	(+0)	(+2)		(+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-  
cloak with two-faced head embroidered on  
back. Short black hair. Black felt glo

### Expressions

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

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Medicine; Nature; Religion;  
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**Proficiencies** TODO

**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

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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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## 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.