

# 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

## CHA

18

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Persuasion; Medicine; Nature;  
Religion; Insight

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Common Orcish Goblinoid Dwa  
,  
**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

## ROLEPLAYING

### Introduction

Wearing a khopesh, the tall  
well-polished half-orc innkeeper  
claps twice. "We've new  
guests, people. To your  
duties."

### Appearance

Very fit. Chain skirt and tunic  
Half-cloak with two-faced lion  
embroidered on back. Shorn

Cell3

black hair. Black felt glove

### 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 Khopesh at most times. Diligently delegates tasks servants and employees. C head.

### Motivations

Seeks retribution for his years of torture under the Inquisition in search of the Orcish King of the North.

### Passions

Revenge. Providing respite others in spite of his tragic

### Secrets

He seeks to murder the royal who created the Inquisitor group of paladins searching the Orcish King of the North

## DEONNE MATTHEW

### DEVARIA

young adult half-orc  
lawful neutral  
Level 5 paladin

**Pronouns:** he/him  
**Occupations:** Innkeeper  
**Armor Class** 10  
**Hit Points** (TODO Hitd  
**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; N  
Religion; Insight

#### Proficiencies

#### Damage Immunities

TODO Damage Immunit

#### Condition Immunities

TODO Condition Immuni

#### Senses

TODO Senses

#### Languages

Common Orcish Goblin  
Dwarven ,

**Adjectives** Stoic Survi

2500 x 3235

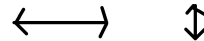


Image Dummy

## 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 gloves

### Expressions

2500 x 3235

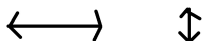


Image Dummy

### Special Abilities

- Divine Sense; Lay on Hands; Divine Smite; Sacred Weapon; Extra Attack | Sanctuary; Sleep; Calm Emotions; Persuasion; 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, *disarm*)

### Factions

"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.

## BACKGROUND STORY

<p>Because of the imposing austerity of the Winterlands, Orcs of the North, the Grimfang tribe, are known for being especially vicious. Lines of berserkers, polar bear cavaliers 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 any information, he was abandoned for dead. Trudging through the bitter winter landscape, he eventually found a family of traveling merchants 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 Just [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 juxtaposition of life of providing comfort and respite to travelers of the Realm, 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 towns and officials must bring order for the people, and he believes that religious factions are more capable of this than politicians and magistrates.</p>

## PERSONALITY

<p>Because of the imposing austerity of the Winterlands, Orcs of the North, the Grimfang tribe, are known for being especially vicious. Lines of berserkers, polar bear cavaliers 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 any information, he was abandoned for dead. Trudging through the bitter winter landscape, he eventually found a family of traveling merchants 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 juxtaposition of life of providing comfort and respite to travelers of the Realm, 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 country officials must bring order for the people, and he believes that religious factions are more capable of this than politicians and magistrates.</p>