

DEONNE
MATTRIEU

DEONNE MATTRIEU DEVARIA

young adult half-orc lawful neutral Level 5 paladin

Pronouns: he/him Occupations: Innkeep Armor Class 10 Hit Points (TODO Hitdi Speed .

STR DEX CON INT WIS

18 10 14 9 (0) 16 (+4) (+0) (+2)

CHA

18 (+4)

Saving Throws

TODO Saving Throws **Skills**

Persuasion; Medicine; Nature; Religion; Insigh

Proficiencies

Damage Immunities
TODO Damage Immunit
Condition Immunities

TODO Condition Immunities

Senses TODO Senses Languages

Common Orcish Goblino Dwarven ,

Adjectives

Stoic Survivor,

Special Abilities

• Divine Sense; Lay o Hands; Divine Smit

ROLEPLAYING

Introduction

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

Appearance

Very fit. Chain skirt and tunic. Half-cloak with tw faced head embroidered on back. Short black hair. Black felt gloves

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.

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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, headon.

Actions

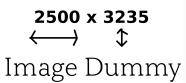
Khopesh (1d8+STR, <i>disarm</i>)

Factions

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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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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 hittor winter landscape he

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

eventually found a family of traveling merchants who took