

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	CHA
18	10	14	9	16	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 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

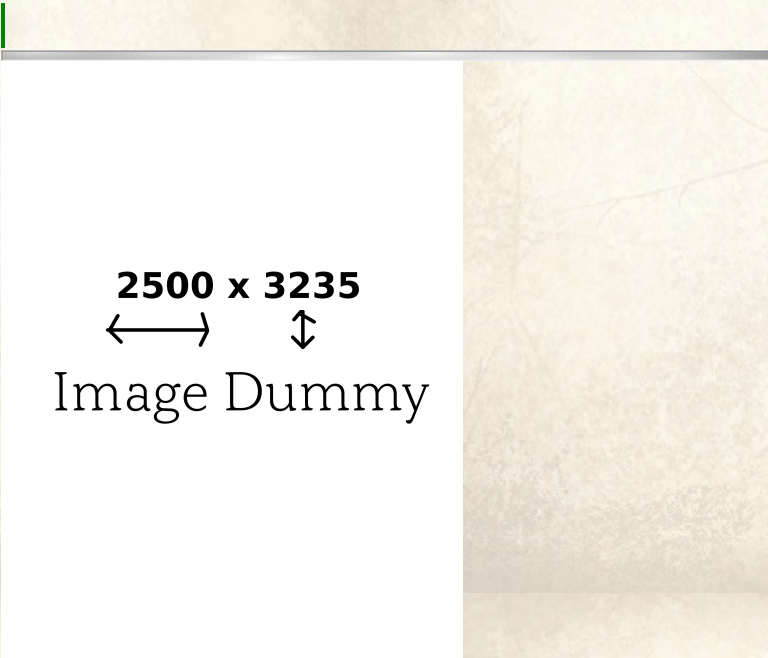
Combat Tactics

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

Actions

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

Factions



ROLEPLAYING

Introduction

Wearing a khopesh, the tall, well-polished half-orc innkeep

CELL 1

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

"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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CELL 2

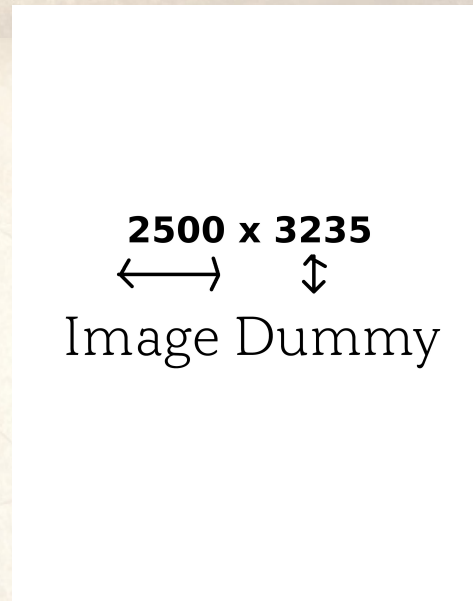
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bottom stats 2

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