

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

CHA 18 (+4)

my

# 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 $\longleftrightarrow$ $\updownarrow$ Image Dummy

## ROLEPLAYING

#### Introduction

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

### **Appearance**

Very fit. Chain skirt and tunic. Half-c with two-faced head embroidered or back. Short black hair. Black felt glo

"We've a few rules for the common Best ye follow em."; "Eye for eye for eye";

#### **Mannerisms**

Stands stoic with one hand on Khope at most times. Diligently delegates to servants and employees. Cocks h

Seeks retribution for his years of tor 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 Ki the North

## 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)
 9 (0)
 (+3)

CHA (+4)

#### **Saving Throws**

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

#### 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**

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

### Actions

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

### **Factions**

**Church of Poetic** Justice [Hoar]

## ROLEPLAYING

#### Introduction

Wearing a khopesh, the tall, well-polished half-orc duties.

Very fit. Chain skirt and tunic. Half-cloak with twofelt gloves

#### **Expressions**

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

### Cell3

on Khopesh at most times. Diligently delegates tasks to servants and employees. Cocks head.

## **Passions**

to others in spite of his

He seeks to murder the royals who created the Inquisitors; a group of paladins searching for the Orcish King of the North.

innkeep claps twice. "We've new guests, people. To your

#### **Appearance**

faced head embroidered on back. Short black hair. Black

follow em."; "Eye for eye for

#### **Mannerisms**

Stands stoic with one hand

### **Motivations**

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

Revenge. Providing respite tragic life.

# **B**ACKGROUND 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.