



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
(+4)	(+0)	(+2)	(0)	(+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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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.