

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 to 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 to others in spite of his tragic past.

Secrets

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

DEONNE MATTHEW DEVARIA

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lawful neutral
Level 5 paladin

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Occupations: Innkeeper
Armor Class 10
Hit Points (TODO Hitdie)
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; Negotiation; Religion; Insight

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

TODO Senses

Languages

Common Orcish Goblin
Dwarven ,

Adjectives

Stoic Survival

2500 x 3235

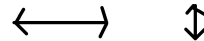


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ROLEPLAYING

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 head embroidered on back. Short black hair. Black felt gloves

Expressions

2500 x 3235

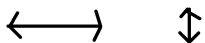


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Special Abilities

- 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 his 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>