

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 TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Orcish Goblinoid Dwarf
,
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 w
He attacks fiercely, head-on.

Actions


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

Factions

ROLEPLAYING

Introduction

Wearing a khopesh, the tall

2500 x 3235

 Image Dummy

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CHA

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Skills
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He seeks to murder the royal who created the Inquisitors group of paladins searching the Orcish King of the North

<p>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 surrounding kingdoms.</p><p>Unknown to the broader public, Grimfang tribe has derived their ruthlessness from a desire to protect themselves from the strategic and unethical assaults 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 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.</p><p>Eventually finding Solace in the Church of the

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Actions

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

Factions

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 overarching life-goal, he has settled himself into a rewarding juxtapositional life of providing comfort and respite to travelers the Realms, dwarves and elves alike, to offer the comfort and compassion that he and his people never received.</p><p>Noble in presence, Deonne is committed to a life governed by natural law and order civilization brings to the masses. Although resentful of the factions responsible for the unethical treatment of his tribe, recognizes that town and city officials must bring order for the people, and he believes that religious factions are more capable of this than politicians and magistrates.</p>

PERSONALITY

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