

# 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)

18 (+4)

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**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]

# ROLEPLAYING

## Introduction

Wearing a khopesh, the tall, wellpolished half-orc innkeep claps twic "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

## **Expressions**

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

#### **Mannerisms**

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

## Motivations

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 Kirthe North.

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Pronouns: he/him Occupations: Innkeeper Armor Class 10 Hit Points (TODO Hitdice) Speed .

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18 (+4)

## **Saving Throws**

TODO Saving Throws **Skills 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

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**

Church of Poetic Justice [Hoar]

# ROLEPLAYING

#### Introduction

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Very fit. Chain skirt and tunic. Half-cloak with twofaced head embroidered on back. Short black hair. Black felt gloves

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

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BACKGROUND STORY