

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	CHA
18	10	14	9	16	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 Dwarven ,
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

COMBAT TACTICS

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

ACTIONS

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

FACTIONS

2500 x 3235
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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 gloves

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.

BACKGROUND

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 overarching 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.