



# MORION DeFAYE

Middle Aged Adult Elf  
Lawful Neutral  
Level 10 Paladin

**Pronouns:** he/him  
**Occupations:**  
Priest, Abbot, Overseer,  
Caravan Guard  
**Armor Class** 19  
**Hit Points**  
85 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
15	10	17	12	18
(+3)	(+0)	(+4)	(+1)	(+4)

**CHA**  
18  
(+4)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Persuasion; Intimidation;  
Athletics; Insight;  
Medicine; Religion  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
**Languages** Common Elven  
Dwarven Orcish  
**Adjectives**

## Special Abilities

## Special Equipment

## Combat Tactics

Morion is a very dangerous  
opponent. Particularly  
because he is rarely alone  
and usually accompanied  
by a number of warforged  
warrior priests. As a  
combatant he will often use  
divine abilities to  
manipulate the situation  
before charging forward  
with his Compelling Maul.

## Actions

## Factions

**Church of Waukeen (God  
of Civilization)**  
Truetrader (High Priest)

**Regional Merchants'**  
**Guild**  
High Counsellor

2500 x 3235

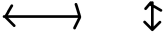


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# ROLEPLAYING

## Introduction

Hooves clop on the ground  
Warrior priests approach on  
horseback clad in lush robes.  
"Make way for the caravan!"

## Appearance

Clad in ornate plate over lush robes  
of grey and white. Detailed with  
Coins. Long, braided golden hair.

## Expressions

"Coin demands Order and thus  
trade rules our way forward", "We  
are only divided by our ability to  
create wealth"

## Mannerisms

Near perfect posture. Never wastes  
energy on gestures or words.  
Makes clear and concise  
statements and movements.

## Motivations

To advance venture capitalism.  
Morion desires that <b>all</b>  
societies operate as mercantile  
communities.

## Passions

Capitalism.

## Secrets

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# BACK STORY

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