

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 -
Skills** -

Persuasion; Intimidation;
Athletics; Insight; Medicine;
Religion

Proficiencies -

Proficiency Mod - +4

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

2500 x 3235

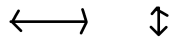


Image Dummy

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 all societies operate as mercantile communities.

Passions

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 -
Saving Throws -
Skills** -

Persuasion; Intimidation;
Athletics; Insight; Medicine;
Religion

Proficiencies -

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

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 all societies operate as mercantile communities.

Passions

Capitalism.

Secrets

BACKG STORY

As
Waukeen
God of
Mercant
Communi
believes
venture
mercant
clear di
He is a
clergy a
its caus
a High
committ
establish
ideals
'civilize
rely on
labor; a
only b
relying
wealth
feature

To th
of coin
central t
and ord
the chur
champion
marketp
and any
the spre
They h
powerfu
warrior
priests,
tunics o
highlight
coins
fabrics

Mori
many yo
this c
surround
warrior
gained
ruthless
imbued
within
These
battle c
advance
upper
Morion
reputati
dangero
dedicate
communi

The
consist
and Hu
lower ec
up of t
large
Warforg
gifted
Human c
Whe

x 3235
↓
Dummy

(God of Civilization)
Role: *Truetrader (High Priest)*

Regional Merchants' Guild
Role: *High Counsellor*

Missions

Capitalism.

Secrets

(God of Civilization)
Role: *Truetrader (High Priest)*

Regional Merchants' Guild
Role: *High Counsellor*

engaged
rituals a
Marketp
the Me
Morion
found
value
through
routes.
accomp
battalion
dedicate
mercant
is quite
particula