

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

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(+3) (+0) (+4) (+1) (+4)

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(+4)

Saving Throws
TODO Saving Throws

Skills
Persuasion; Intimidation;
Athletics; Insight; Medicine;
Religion

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition Immunities

Senses TODO Senses

Languages
Common Elven Dwarven Orcish
,

Adjectives ,

Special Abilities

- Divine Sense, Lay on Hands, Divine Smite, Extra Attack, Aura of Protection, Aura of Courage, | Command, Compelled Duel, Warding Bond, Zone of Truth, Aura of Vitality, Spirit Guardians, Champion Challenge, Turn the Tide, Divine Allegiance | Spells: 1 - 4; 2 - 3; 3 - 2

Special Equipment

- Belt of the Sacred Mount. Wondrous Item (waist). Rare, requires attunement by a paladin. A leather belt with plates of steel every few inches. The belt buckle depicts a golden horse's head. When the wearer summons a creature with the Find Steed spell, the creature gains a bonus to attacks, damage, and AC equal to the wearer's proficiency modifier.
- Compelling Maul. Magic

2500 x 3235
Image Dummy

SKILLS
Persuasion; Intimidation
Athletics; Insight;
Medicine; Religion
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities
Senses TODO Senses
Languages
Common Elven Dwarvern
Orcish ,
Adjectives ,

Special Abilities

- Divine Sense, Lay on
Hands, Divine Smite
Extra Attack, Aura of
Protection, Aura of
Courage, | Command
Compelled Duel,
Warding Bond, Zone
of Truth, Aura of
Vitality, Spirit
Guardians, Champion
Challenge, Turn the
Tide, Divine Allegiance
| Spells: 1 - 4; 2 - 3;
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When the wearer
summons a creature
with the Find Steed
spell, the creature
gains a bonus to
attacks, damage, and
AC equal to the
wearer's proficiency
modifier.
- Compelling Maul.
Magic Weapon.
Uncommon, requires
attunement by a
paladin. A compelling
weapon is gaudy and
covered in fine metals
and gems and is
slightly larger than an
average weapon of its
type. It deals a bonus
2 psychic damage
with each hit. When
the weapon scores a
critical hit, the
weapon casts
Compelled Duel on
the creature hit.
Creatures immune to
the charmed condition
are immune to this
effect.

Combat Tactics

2500 x 3235
Image Dummy

ROLEPLAYING

Introduction

Hooves clomp 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

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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

Compelling Maul (2d6+2
Bludgeoning Damage)

Factions

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BACKGROUND
STORY

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PERSONALITY