

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)

18 (+4)

> Saving Throws TODO Saving Throws

Persuasion; Intimidation; Athletics; Insight; Medicine; Religion

Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
TODO Condition Immunities

Senses TODO Senses
Languages Common Elven
Dwarven Orcish
Adjectives

Special Abilities

-

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1

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Special Equipment

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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

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Factions

Church of Waukeen (God of Civilization)

Truetrader (High Priest)

Regional Merchants' Guild

High Counsellor

ROLEPLAYING

Introduction

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

Appearance

Clad in ornate plate over lush robes 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. Mori desires that

operate as mercantile communities.

Passions

Capitalism.

Secrets

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Saving Throws

TODO Saving Throws **Skills Skills** Persuasion; Intimidation; Athletics; Insight; Medicine; Religion

Proficiencies TODO

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TODO Damage Immunities
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Senses TODO Senses Languages Common Elven Dwarven Orcish Adjectives

Special Abilities

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BACKO Story

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