

Morion DeFaye

2500 x 3235



Image Dummy

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Image Dummy

## 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	CHA
15	10	17	12	18	18
(+3)	(+0)	(+4)	(+1)	(+4)	(+4)

**Saving Throws** -  
**Skills** -  
Persuasion; Intimidation; Athletics; Insight;  
Medicine; Religion  
**Proficiencies** -  
**Proficiency Mod** - +4

**Languages** - Common Elven Dwarven Orcish  
**Adjectives** -

**Special Abilities** -

**Special Equipment** - -

## 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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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 (God of Civilization)**

Role: Truetrader (High Priest)

**Regional Merchants' Guild**

Role: High Counsellor

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