

x 3235
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Dummy

MORION	DeFAYE				
Middle Aged Adult Elf					
Lawful Neutral					
Level 10 Paladin					
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Pronouns - he/him					
Occupations -					
Priest, Abbot, Overseer, Caravan Guard					
Armor Class - 19					
Hit Points - 85 (TODO Hitdice)					
Speed - 30.					
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STR 15 (+3)	DEX 10 (+0)	CON 17 (+4)	INT 12 (+1)	WIS 18 (+4)	CHA 18 (+4)
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Saving Throws -					
Skills -					
Persuasion; Intimidation; Athletics; Insight; Medicine; Religion					
Proficiencies -					
Proficiency Mod - +4					
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Languages - Common Elven Dwarven Orcish					
Adjectives -					
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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					

2500 x 323

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Image Duration

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

MORION DeFaye <i>Middle Aged Adult Elf</i> <i>Lawful Neutral</i> <i>Level 10 Paladin</i>					
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 -					
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Actions -					
Factions Church of Waukeen (God of Civilization) Role: <i>Truetrader (High Priest)</i> Regional Merchants' Guild Role: <i>High Counsellor</i>					

ROLEPLAYING

Introduction

Hooves clop on the ground. Warrior priests approach on horseback clad in lush robes. "May we help you find a way for the caravan?"

Appearance

Clad in ornate plate over lush robes of gold and white. Detailed with gold 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 venturism capitalism. Morion desires that all societies operate in mercantile communities.

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