

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
Persuasion; Intimidation;
Athletics; Insight;
Medicine; Religion
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities
Senses TODO Senses
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) -**
Truetrader (High Priest)

Regional Merchants'
Guild - High Counsellor

2500 x 3235

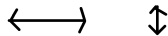


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ROLEPLAYING

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
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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BACK STORY

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