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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 (+3)	10 (+0)	17 (+4)	12 (+1)	18 (+4)	18 (+4)

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

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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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

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