

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

-
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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

2500 x 3235

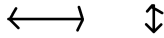


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ROLEPLAYING

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 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 all societies
operate as mercantile communities.

Passions

Capitalism.

Secrets

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BACK
STORY

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