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

Saving Throws TODO Saving Throws

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

 Divine Sense, Lay on Hands, Divine Smite, Extra Attack, Aura of Protection, Aura of Courage, | Command, Compelled Duel, Warding Bond, Zone of Truth, Aura of Vitality, Spirit Guardians, Champion Challenge, Turn the Tide, Divine Allegiance | Spells: 1 - 4; 2 - 3; 3 - 2

Special Equipment

- Belt of the Sacred Mount. Wondrous Item (waist).
 Rare, requires attunement by a paladin. A leather
 belt with plates of steel every few inches. The
 belt buckle depicts a golden horse's head. When
 the wearer summons a creature with the Find
 Steed spell, the creature gains a bonus to
 attacks, damage, and AC equal to the wearer's
 proficiency modifier.
- Compelling Maul. Magic Weapon. Uncommon, requires attunement by a paladin. A compelling weapon is gaudy and covered in fine metals and gems and is slightly larger than an average weapon of its type. It deals a bonus 2 psychic damage with each hit. When the weapon scores a

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

CHA 18

Saving Throws
TODO Saving Throws
Skills
Persuasion; Intimidation;
Athletics; Insight; Medicine;
Religion

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Elven Dwarven
Orcish,
Adjectives,

Special Abilities

 Divine Sense, Lay on Hands, Divine Smite, Extra Attack, Aura of Protection, Aura of Courage, | Command, Compelled Duel, Warding Bond, Zone of Truth, Aura of Vitality, Spirit Guardians, Champion Challenge, Turn the Tide, Divine Allegiance | Spells: 1 - 4; 2 - 3; 3 - 2

Special Equipment

Belt of the Sacred Mount.
 Wondrous Item (waist).
 Rare, requires
 attunement by a paladin.
 A leather belt with plates
 of steel every few inches.
 The belt buckle depicts a
 golden horse's head.
 When the wearer
 summons a creature with
 the Find Steed spell, the
 creature gains a bonus to
 attacks, damage, and AC
 equal to the wearer's
 proficiency modifier.

 Compelling Maul. Magic Weapon. Uncommon, requires attunement by a paladin. A compelling weapon is gaudy and covered in fine metals

CELL 2

critical nit, the weapon casts Compelled Duel on the creature hit. Creatures immune to the charmed condition are immune to this effect.

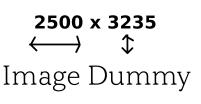
Combat Tactics

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

Compelling Maul (2d6+2 Bludgeoning Damage)

Factions



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

and gems and is slightly larger than an average weapon of its type. It deals a bonus 2 psychic damage with each hit. When the weapon scores a critical hit, the weapon casts Compelled Duel on the creature hit. Creatures immune to the charmed condition are immune to this effect.

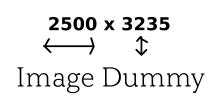
Combat Tactics

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

Compelling Maul (2d6+2 Bludgeoning Damage)

Factions



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

Capitalism.	divided by our ability to Cell3 Cell3	
Secrets	Mannerisms	
	Near perfect posture. Never	
	wastes energy on gestures or	
	words. Makes clear and	
	concise statements and movements.	
	movements.	
	Motivations	
	To advance venture	
	capitalism. Morion desires	
	that all societies	
	operate as mercantile	
	communities.	
	Passions	
	Capitalism.	
	Сарісанзін.	
	Secrets	