# 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,

# **Special Abilities**

Adjectives

 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 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

# 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 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 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

will often use divine abilities to manipulate the situation before charging forward with his Compelling Maul.

# **Actions**

Compelling Maul (2d6+2 Bludgeoning Damage)

### **Factions**

**2500 x 3235 ←→** ↓
Image Dummy

# 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 cell3 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 <b>all</b> societies operate as mercantile communities.

#### **Passions**

Capitalism.

Secrets

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 <b>all</b> societies operate as mercantile communities.

#### **Passions**

Capitalism.

Secrets

Bottom

	(0.073)