



## 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

-

### Factions

**Church of Waukeen (God of Civilization)** -  
*Truetrader (High Priest)*

**Regional Merchants'**  
**Guild** - *High Counsellor*

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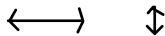


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## ROLEPLAYING

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

### Passions

Capitalism.

### Secrets

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Insight; Medicine; Religion  
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Immunities  
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## BACK STORY

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