



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

-
-

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

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 **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 -
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

Compelling Maul (2d6+2
Bludgeoning Damage)

Factions

**Church of Waukeen
(God of Civilization)**
Truetrader (High Priest)
**Regional Merchants'
Guild**
High Counsellor

BACKGROUND STORY

As a high priest of
Waukeen (or any other
God of Civilization or
Mercantile/Capitalist
Communities), Morion
believes in the power of
venture capitalism,
mercantile culture, and
clear divisions of labour.
He is a champion of this
clergy and a warrior for its
causes. He grew up in a
High Elven community
committed to the
establishment of the
ideals that insist that
'civilized' societies *must*
rely on a clear division of
labor; a clarity which can
only be achieved by
relying on the power of
wealth as the primary
feature for division.

To these clergy, trade
of coin and goods is
central to maintaining law
and order and, as such,
the church has dedicated
champions to protecting
marketplaces, caravans,
and any other vectors for
the spread of capitalism.
They have established
powerful 'armies' of
warrior abbots and priests,
adorned in lush tunics of
grey and white highlighted
with rare coins sewn into
the fabrics

Morion has spent his
many years dedicated to
this clergy. Battling
surrounding nations as a
warrior priest, he has
gained notoriety for his
ruthlessness and divinely
imbued abilities. Even
within the hierarchy.

These clergy literally
battle one on one for
advancement to the upper
echelons. And Morion has
gained a reputation as a
dangerous opponent and
dedicated member of the
community.

The upper clergy
consist primarily of Elves
and Humans while the
lower echelons are made
up of the same plus a
large proportion of
Warforged created by
gifted High Elf and Human
devout.

When he is not
engaged in complex
rituals and prayer to the
Marketplace Eternal at the
Mercantile Temple, Morion
is most often found
escorting high-value trade
caravans through distant
trade routes. He is often
accompanied by a small
battalion of warforged
dedicated to the
mercantile clergy. Morion
is quite fond of one
particular follower, [Cure](#).

ROLEPLAYING

Introduction

Hooves clomp 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

2500 x 3235
↔ ↑
Image Dummy

ROLEPLAYING

Introduction

Hooves clomp 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

Cell13