



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

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Actions

Compelling Maul (2d6+2
Bludgeoning Damage)

Factions

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

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 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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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](#).