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### MORION DeFAYE

Middle Aged Adult Elf  
Lawful Neutral  
Level 10 Paladin

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**Pronouns** - he/him  
**Occupations** - Priest, Abbot, Overseer, Caravan Guard  
**Armor Class** - 19  
**Hit Points** - 85 (TODO Hitdice)  
**Speed** - 30.

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STR	DEX	CON	INT	WIS	CHA
15	10	17	12	18	18
(+3)	(+0)	(+4)	(+1)	(+4)	(+4)

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**Saving Throws** -  
**Skills** - Persuasion; Intimidation; Athletics; Insight; Medicine; Religion  
**Proficiencies** -  
**Proficiency Mod** - +4

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**Languages** - Common Elven Dwarven Orcish  
**Adjectives** -

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**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)**  
Role: *Truetrader (High Priest)*  
**Regional Merchants' Guild**  
Role: *High Counsellor*

### ROLEPLAYING

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**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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