

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

-

Factions

Church of Waukeen (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 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

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 all societies operate as mercantile communities.

Passions

Capitalism.

Secrets

3235
Image Dummy

Cell3

BACK STORY

Waul
God
Merc
Com
belie
ventu
merc
clear
He is
clerg
caus
High
comr
estat
ideal
'civili
rely o
labor
only
relyin
weal
featu
To th
of coin ar
central to
and orde
the church
champion
marketpl
and any o
the spre
They hav
powerful
warrior a
adorned
grey and
with rare
the fabric
Morion
many yea
this clerg
surround
warrior p
gained no
ruthlessn
imbued a
within th
These cle
battle on
advancer
echelons
gained a
dangerou
dedicate
communi
The c
consist p
and Hum
lower ech
up of the
large pro
Warforge
gifted Hig
devout.
When
engaged
rituals an
Marketpl
Mercantil
is most o
escorting
caravans
trade rou
accompa
battalion
dedicate
mercanti
is quite f
particular