

CELL ONE

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

CHA
18

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

- Divine Sense, Lay on Hands, Divine Smite, Extra Attack, Aura of Protection, Aura of Courage, Aura of Command, Compelled Duel, Warding Bond, Zone of Truth, Aura of Vitality, Spirit Guardians, Champion Challenge, Turn the Tide, Divine Allegiance | Spells: 1 - 4; 2 - 3; 3 - 2

ROLEPLAYING

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Special Equipment

- Belt of the Sacred Mount. Wondrous Item (waist). Rare, requires attunement by a paladin. A leather belt with plates of steel every few inches. The belt buckle depicts a golden horse's head. When the wearer summons a creature with the Find Steed spell, the creature gains a bonus to attacks, damage, and AC equal to the wearer's proficiency modifier.
- Compelling Maul. Magic Weapon. Uncommon, requires attunement by a paladin. A compelling weapon is gaudy and covered in fine metals and gems and is slightly larger than an average weapon of its type. It deals a bonus 2 psychic damage with each hit. When the weapon scores a critical hit, the weapon casts Compelled Duel on the creature hit. Creatures immune to the charmed condition are immune to this effect.

2500 x 3235
Image Dummy

CELL 2

<p>of Truth, Aura of Vitality, Spirit Guardians, Challenge, Turn the Divine Allegiance - 4; 2 - 3; 3 - 2</p> <p>Special Equipment</p> <ul style="list-style-type: none">Belt of the Sacred M Wondrous Item (wa Rare, requires attun by a paladin. A leat with plates of steel few inches. The bel depicts a golden ho head. When the we summons a creatur the Find Steed spel creature gains a bo attacks, damage, a equal to the wearer proficiency modifieCompelling Maul. M Weapon. Uncommo requires attunemen paladin. A compelli weapon is gaudy an covered in fine met gems and is slightly than an average we its type. It deals a b psychic damage wi hit. When the weap scores a critical hit, weapon casts Com Duel on the creature m. Creatures immune to the charmed condition are immune to this effect.		<p>Introduction</p> <p>Hooves clop on the ground Warrior priests approach on horseback clad in lush robes. "Make way for the caravan!"</p> <p>Appearance</p> <p>Clad in ornate plate over lush robes of grey and white. Detailed with Coins. Long, braided golden hair.</p> <p>Expressions</p> <p>"Coin demands Order and thus trade rules our way forward", "We are only divided by our ability to create wealth"</p> <p>Mannerisms</p> <p>Near perfect posture. Never wastes energy on gestures or words. Makes clear and concise statements and movements.</p> <p>Motivations</p> <p>To advance venture capitalism. Morion desires that all societies operate as mercantile communities.</p> <p>Passions</p> <p>Capitalism.</p> <p>Secrets</p>		<p>Immune to this effect.</p> <p>Combat Tactics</p> <p>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.</p> <p>Actions</p> <p>Compelling Maul (2d6+2 Bludgeoning Damage)</p> <p>Factions</p>
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Passions

Capitalism.

Secrets