

## 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** -  
**Skills** -

Persuasion; Intimidation;  
Athletics; Insight; Medicine;  
Religion

**Proficiencies** -

**Proficiency Mod** - +4

**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

2500 x 3235

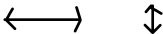


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## ROLEPLAYING

### 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 <b>all</b> societies operate as mercantile communities.

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**Saving Throws** -

TODO Saving Throws

**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**

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### Passions

Capitalism.

### Secrets

## BACKG STORY

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**Church of Waukeen**  
**(God of Civilization)** -  
*Truetrader (High Priest)*

**Regional Merchants'**  
**Guild** - *High Counsellor*

**Passions**

Capitalism.

**Secrets**

**Factions**

**Church of Waukeen**  
**(God of Civilization)**  
*Truetrader (High Priest)*

**Regional Merchants'**  
**Guild**  
*High Counsellor*

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