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Dummy

2500 x 3235  
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Image Dummy

**CURE**  
*Young Adult Warforge  
Lawful Neutral  
Level 10 Cleric*

**Pronouns** - they/them  
**Occupations** - Moneylender  
**Armor Class** - 17  
**Hit Points** - 65 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
15	11	17	10	19	9
(+3)	(+1)	(+4)	(+0)	(+5)	(0)

**Saving Throws** -  
**Skills** - Medicine; History  
**Proficiencies** -  
**Proficiency Mod** - +4

**Languages** - Common Elven  
**Adjectives** -

**Special Abilities** -  
**Special Equipment**  
**Combat Tactics**  
Cure finds combat repugnant and unnecessary and will try to use magic or coins to negotiate out of it. If left without a choice he is a brave and valiant warrior.  
**Actions** -  
**Factions**  
**Church of Mercantile God**  
Role: *Abbot*  
**Merchants' Guild**  
Role: *Journeyman*

**ROLEPLAYING**

**Introduction**  
The moneylenders' temple is quite a site. One of the warforged abbots raises a hand. "Hail. Currency? Borrow or Trade?"

**Appearance**  
Colossal body of metal and stone. Gaudy black & blue, gold trimmed habit. Complex coif set with coins.

**Expressions**  
"Some say prayers to money are sinful. What better way is there?"; "Waukeen watches over safe trade."

**Mannerisms**  
Militant stance and gesticulation. Rubs fingertips together.

**Motivations**  
To expand the glory of venture capitalism as far as they can. Keep all merchants safe from harm.

**Passions**  
Coin. Trade. Waukeen [or similar deity of trade and commerce]. Venture capitalism.

**Secrets**

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