

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*

2500 x 3235

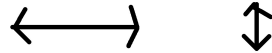


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ROLEPLAYING

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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