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<h1>CURE</h1> <p><i>Young Adult Warforge</i> <i>Lawful Neutral</i> <i>Level 10 Cleric</i></p>					
Pronouns - they/them Occupations - Moneylender Armor Class - 17 Hit Points - 65 (TODO Hitdice) Speed - 30.					
STR 15 (+3)	DEX 11 (+1)	CON 17 (+4)	INT 10 (+0)	WIS 19 (+5)	CHA 9 (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: <i>Abbot</i> Merchants' Guild Role: <i>Journeyman</i>					

2500 x 323

 Image Dimensions

ROLEPLAYING

Introduction

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

Appearance

Colossal body of metal and stone. Gaudy black & blue, gold trimmed habit. Complex coil 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

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
15	11	17	10	19
(+3)	(+1)	(+4)	(+0)	(+5)

CHA
9
(0)

Saving Throws -
Saving Throws -
Skills - Medicine; History
Proficiencies -

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*

ROLEPLAY

Introduction
The monastic temple is quiet. One of the abbots raises his hand. "Hail, Current of Trade?"

Appearance
Colossal metal and stone black & trimmed habit with a coif set with coral.

Expression
"Some prayers to be sinful. better w. there?"; "V watches over trade."

Mannerism
Militant & gesticulation. fingertips together.

Motivation:
To expand of venture capital as they call merchants harm.

Passions
Coin. Trade (or similar de) and commerce capitalism.

Secrets