

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
TODO Saving Throws
Skills Medicine; History
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
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
- Abbot

Merchants' Guild -
Journeyman

2500 x 3235

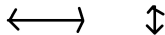


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ROLEPLAYING

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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BACKSTORY

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The en this church ridiculously Cure has e practice...v Since his ci fervently a expansion commerce fought vali brothers-in merchant c speech aft visiting cor values of d and service the bettern Machine', a

These and their fo be found in Marketplac Outlands.

Cure is follower of DeFaye and always acc whether or caravan or prayer to tl Eternal.

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