CELL ONECU

young adult warforge lawful neutral Level 10 cleric

Pronouns: they/them Occupations: Moneyle Armor Class 17 Hit Points 65 (TODO H Speed 30.

STR DEX CON INT 15 () 11 17 10

СНА

Saving Throws

TODO Saving Throws
Skills Medicine; History
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities

Condition Immunities
TODO Condition Immun
Senses TODO Senses
Languages Common E
Adjectives ,

Special Abilities

• Resistant to poison; to disease; | Comm Heroism, Hold Persof Truth, Mass Heal Slow, Compulsion, I Creature, Commun Dominate Person, Authority, Order's Embodiment of the Divine Strike | Spell - 4; 2 - 3; 3 - 3; 4 - 3

Special Equipment

Combat Tactics

Cure finds combat repug unnecessary and will try magic or coins to negotia it. If left without a choice brave and valiant warrior

Image Dummy

ROLEPLAYING

Introduction

The moneylenders' temple is quite a site. Or of the warforged abbots raises a hand. "Hai Currency? Borrow or Trade?"

Appearance

Colossal body of metal and stone. Gaudy black & Die, 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 fro harm.

Passions

CELL 2CURE

young adult warforge lawful neutral Level 10 cleric

Pronouns: they/them Occupations: Moneylender Armor Class 17 Hit Points 65 (TODO Hitdic Speed 30.

STR DEX CON INT WIS 15 11 17 10 19

CHA

Saving Throws TODO Saving Throws Skills Medicine; History

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Elven
Adjectives ,

Special Abilities

• Resistant to poison; Immune to disease; | Command, Heroism, Hok Person, Zone of Truth, M Healing Word, Slow, Compulsion, Locate Creature, Commune, Dominate Person, Voice Authority, Order's Demai Embodiment of the Law, Divine Strike | Spells: 0 -1 - 4; 2 - 3; 3 - 3; 4 - 3; 5

Special Equipment

Combat Tactics

Cure finds combat repugnant and unnecessary and will try use magic or coins to negotia out of it. If left without a choi he is a brave and valiant war

Actions

War Maul (2d6 bludgeoning)

Factions

Cell3

ROLEPLAYING

Introduction

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Appearance

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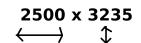


Image Dummy

Coin. Trade. Waukeen [or similar deity of **Actions Expressions** trade and commerce]. Venture capitalism. War Maul (2d6 bludgeoni "Some say prayers to mone Secrets are sinful. What better wa **Factions** there?"; "Waukeen watche over safe trade." **Mannerisms** Militant stance and gesticulation. Rubs finger together. **Motivations** To expand the glory of ven capitalism as far as they c Keep all merchants safe fr harm. **Passions** Coin. Trade. Waukeen [or similar deity of trade and commerce]. Venture capitalism. Secrets