

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

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(+3)	(+1)	(+4)	(+0)	(+5)

CHA

9 (0)

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, Hold
Person, Zone of Truth,
Mass Healing Word, Slow,
Compulsion, Locate
Creature, Commune,
Dominate Person, Voice of
Authority, Order's
Demand, Embodiment of
the Law, Divine Strike |
Spells: 0 - 5; 1 - 4; 2 - 3; 3
- 3; 4 - 3; 5 - 2

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

War Maul (2d6 bludgeoning)

Factions

ROLEPLAYING

2500 x 3235

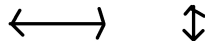


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TODO Saving Throws
Skills Medicine; History
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Damage Immunities
TODO Damage Immunities
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Senses TODO Senses
Languages
 Common Elven ,
Adjectives ,

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

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

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

Militant stance and gesticulation. Rubs fingertips together.

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

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

- Resistant to poison;
- Immune to disease
- Command, Heroism
- Hold Person, Zone of
- Truth, Mass Healing
- Word, Slow,
- Compulsion, Locate
- Creature, Commun
- Dominate Person,
- Voice of Authority,
- Order's Demand,
- Embodiment of the
- Law, Divine Strike
- Spells: 0 - 5; 1 - 4; 3; 3 - 3; 4 - 3; 5 - 2

Cure finds combat repugnant and unnecessary and will try to use magic coins to negotiate out of it. If left without a choice he is a brave and valiant warrior.

War Maul (2d6 bludgeoning)

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

PERSONALITY
