



- [Previous](#)
- [Next](#)

3235



Dummy

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

Image Dummy

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

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*

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