

# 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**

-

**c** 3235

1

Dummy

### **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

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**STR DEX CON INT WIS**15 11 17 10 19
(+3) (+1) (+4) (+0) (+5)

**CHA** 9 (0)

2500 x 3235

Image Dummy

 $\longleftrightarrow$   $\updownarrow$ 

ROLEPLAYING

The moneylenders' temple is quite a

site. One of the warforged abbots raises a hand. "Hail. Currency?

Colossal body of metal and stone.

"Some say prayers to money are

sinful. What better way is there?".

"Waukeen watches over safe trade."

Militant stance and gesticulation. Ru

Coin. Trade. Waukeen [or similar dei

of trade and commerce]. Venture

To expand the glory of venture capitalism as far as they can. Keep a

merchants safe from harm.

trimmed habit. Complex coif set with

Gaudy black & amp; blue, gold

Introduction

Borrow or Trade?'

**Appearance** 

**Expressions** 

Mannerisms

Motivations

**Passions** 

capitalism

Secrets

fingertips together.

Saving Throws TODO Saving Throws Skills Skills Medicine; History

Proficiencies TODO

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

# 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 & Diue, 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**

Cell3

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

# BACK STORY

Buil moneyle battlepr similar commer imbued and ven the posi remain avaricio some witheir 'm climbed The enti

this church a ridiculously | Cure has en practice...we Since his cre fervently ad expansion o commerce a fought valial brothers-in-fmerchant ca speech after visiting com values of do and services the betterm Machine', as

These a and their fol found in pra Marketplace Outlands.

Cure is a of High Pries and will almost accompany trip to guard ritual and pr Marketplace