



## 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

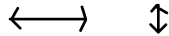


Image Dummy

## 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**  
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 & 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

## BACKSTORY

for the Waukeen of the ven the prie prov hun war thei and the

The of this c in ridicu clothing embrace practice Since his fervently expansi commerc investm valiantly brothers merchar bled spe upon vis about th donating services the bett 'Great M call it.

The priests a can ofte prayer t Eternal i Cure follower [Morion I](#) almost a him, wh guard a ritual an Marketp

3235



Image Dummy

Cell3