

2500 x 3235
Image 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.

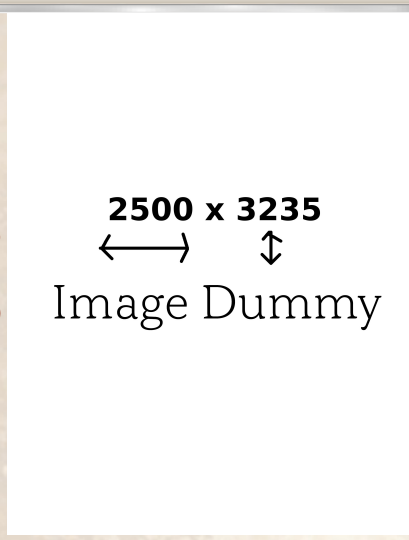
STR	DEX	CON	INT	WIS
15	11	17	10	19
(+3)	(+1)	(+4)	(+0)	(+5)

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 | 5 - 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2



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

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

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 | 5 - 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2

Special Equipment

Combat Tactics

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

Actions

War Maul (2d6 bludgeoning)

Factions

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. better way is there?"; "Waukeen watch safe trade."

Mannerisms

Militant stance and gesticulation. Rubs fingertips together.

Motivations

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

to disease; | Comm
Heroism, Hold Pers
of Truth, Mass Heal
Slow, Compulsion,
Creature, Commun
Dominate Person, V
Authority, Order's D
Embodiment of the
Divine Strike | Spel
- 4; 2 - 3; 3 - 3; 4 -

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

Actions

War Maul (2d6 bludgeoning)

Factions

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

Passions

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

Secrets

BACKGROUND STORY

<p>Built <i>by</i> moneylenders <i>for</i> moneylenders, many of the battlepriests of Waukeen [or similar deity of trade and coin] are warforged imbued with the spirit of trade and venture capitalism. While the positions of battlepriests remain largely the province of avaricious humans and elves, some warforge have pushed their 'mettle', so-to-speak, and climbed the ranks of the clergy.</p><p>The entire population of the church are garbed in ridiculously lavish clerical practice...well...religiously. Since his creation, Cure has fervently advocated the expansion of the Empire's commerce and investments, fought valiantly alongside his brothers-in-faith to protect merchant caravans, and bled speech after speech upon visiting commoners about the values of donating their lands and services to the betterment of the 'Great Machine', as he calls it.</p><p>These abbots and priests and their followers can often be found in prayer to the Marketplace Eternal in the Outlands.</p><p>Cure is a fanatical follower of High Priest Morion DeFaye and will almost always accompany him, whether on a trip to protect a caravan or in a ritual and prayer to the Marketplace Eternal.</p>

PERSONALITY

<p>Built <i>by</i> moneylenders <i>for</i> moneylenders, many of the battlepriests of Waukeen [or similar deity of trade and coin] are warforged imbued with the spirit of trade and venture capitalism. While the positions of battlepriests remain largely the province of avaricious humans and elves, some warforge have pushed their 'mettle', so-to-speak, and climbed the ranks of the clergy.</p><p>The entire population of the church are garbed in ridiculously lavish clerical practice...well...religiously. Since his creation, Cure has fervently advocated the expansion of the Empire's commerce and investments, fought valiantly alongside his brothers-in-faith to protect merchant caravans, and bled speech after speech upon visiting commoners about the values of donating their lands and services to the betterment of the 'Great Machine', as he calls it.</p><p>These abbots and priests and their followers can often be found in prayer to the Marketplace Eternal in the Outlands.</p><p>Cure is a fanatical follower of High Priest Morion DeFaye and will almost always accompany him, whether on a trip to protect a caravan or in a ritual and prayer to the Marketplace Eternal.</p>