



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 15 **DEX** 11 **CON** 17 **INT** 10 **WIS** 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

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

Church of Mercantile God
Abbot
Merchants' Guild
Journeyman

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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

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