

2500 x 3235  
→ ↓  
Image Dummy

Cure

**CURE**  
Young Adult Warforge  
Lawful Neutral  
Level 10 Cleric

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**Pronouns** - they/them  
**Occupations** - Moneylender  
**Armor Class** - 17  
**Hit Points** - 65 (TODO Hitdice)  
**Speed** - 30.

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STR	DEX	CON	INT	WIS	CHA
15	11	17	10	19	9
(+3)	(+1)	(+4)	(+0)	(+5)	(0)

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**Saving Throws** -  
**Skills** - Medicine; History  
**Proficiencies** -  
**Proficiency Mod** - +4

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**Languages** - Common Elven  
**Adjectives** -

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**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*

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**ROLEPLAYING**

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**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**

**ROLEPLAYING**

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