

2500 x 3235

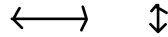


Image Dummy

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 -
Skills - Medicine; History
Proficiencies -
Proficiency Mod - +4

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
Role: *Abbot*
Merchants' Guild
Role: *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

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BACKGR STORY

Built for money the battle [or similar commerce imbued w trade capitalism. positions remain lar of avarici elves, son proven the speak, a ranks of th

The er this churc ridiculously Cure has practice...v Since his fervently expansion commerce fought vali brothers-in-merchant speech af visiting c the values lands and temple for the 'Great call it.

These and their f be found Marketplac Outlands.

Cure follower of [DeFaye](#) always a whether o caravan o prayer to Eternal.

x 3235



Dummy