

[Previous](#)[Next](#)

cure

**2500 x 3235**  
↔ ↕

Image Dummy

---

Cure

## Cure

**young adult Warforged**  
**Lawful Neutral**  
**Level 5 Cleric Order Domain**

---

**Pronouns -**

they/them

**Occupations -**

Moneylender

**Armor Class -**

17

**Hit Points -**

65 (TODO Hitdice)

**Speed -**

30.

---

**STR**

15 (+3)

**DEX**

11 (+1)

**CON**

17 (+4)

**INT**

10 (+0)

**WIS**

19 (+5)

**CHA**

9 (0)

---

**Saving Throws -**

**Skills -**

{ "Warforged Traits"=>[ { "Constructed Resilience"=>[ "Advantage on saving throws against being poisoned and has resistance to poison damage", "Doesn't need to eat, drink or breathe", "Immune to disease", "Doesn't need sleep and cannot be magically put to sleep"], "Sentrys Rest"=>"Long rest requires 6 hours in a motionless state, appearing inert, but can still see and hear as normal", "Specialized Design"=>"Proficient in Stealth and Thieve's Tools", "Integrated Protection"=>[ { "Each time he finishes a long rest, can choose one mode to adopt from the integrated protection table"=>[ "Darkwood Core - AC= 11 + Dexterity + Proficiency Bonus", "Composite Plating - AC = 13 + Dexterity (Max 2) + Proficiency Bonus", "Heavy Plating - AC = 16 + Proficiency Bonus, Disadvantage on Stealth checks"] } ] }, "Cleric Abilities"=>[ { "Spellcasting"=>[ { "Description"=>"DC 16", "Cantrips"=>"Guidance, Light, Sacred Flame, Mending, Resistsnce", "1st Level"=>"Bane, Bless, Detect Magic, Sanctuary", "2nd Level"=>"Augury, Calm Emotions, Locate Object", "3rd Level"=>"Animate Dead, Dispel Magic, Speak with Dead", "4th Level"=>"Banishment, Divination, Stone Shape", "5th Level"=>"Raise Dead, Dispel Evil and Good" } ], "Channel Divinity"=>"Turn Undead, Destroy Undead, Artisan's Blessing", "Divine Intervention"=>"Can call her patron to intervene on her behalf", "Order Domain Abilities"=>[ { "Bonus Proficiencies"=>"you gain proficiency with heavy armor. You also gain proficiency in the Intimidation and Persuasion skill", "Voice of Authority"=>"you can invoke the power of law to embolden an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see. If the spell targets more than one ally, you choose the ally who can make the attack", "Orders Demand"=>"you can use your Channel Divinity to exert an intimidating presence over others. As an action, you present your holy symbol, and each creature of your choice that can see or hear you within

30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw", "Embodiment of the Law"=>"If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action. You can use this feature a number of times equal to your Wisdom modifier", "Divine Strike"=>"you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8", "Spellcasting"=>[{"1st Level"=>"Command, Heroism", "3rd Level"=>"Hold Person, Zone of Truth", "5th Level"=>"Mass Healing Word, Slow", "7th Level"=>"Compulsion, Locate Creature", "9th Level"=>"Commune, Dominate Person"}]]]}

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Elven

**Adjectives -**

Dutiful, Orderly, Rigid,

---

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Church of Mercantile God**

Role: *Abbot*

**Merchants' Guild**

Role: *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**

N/A

---

**Cure**

**young adult Warforged**  
**Lawful Neutral**  
**Level 5 Cleric Order Domain**

**Pronouns -**

they/them

**Occupations -**

Moneylender

**Armor Class -**

17

**Hit Points -**

65 (TODO Hitdice)

**Speed -**

30.

---

**STR**

15 (+3)

**DEX**

11 (+1)

**CON**

17 (+4)

INT

10 (+0)

WIS

19 (+5)

CHA

9 (0)

Saving Throws -

Saving Throws -

Skills -

{ "Warforged Traits"=>[ { "Constructed Resilience"=>["Advantage on saving throws against being poisoned and has resistance to poison damage", "Doesn't need to eat, drink or breathe", "Immune to disease", "Doesn't need sleep and cannot be magically put to sleep"], "Sentrys Rest"=>"Long rest requires 6 hours in a motionless state, appearing inert, but can still see and hear as normal", "Specialized Design"=>"Proficient in Stealth and Thieve's Tools", "Integrated Protection"=>[{"Each time he finishes a long rest, can choose one mode to adopt from the integrated protection table"=>["Darkwood Core - AC= 11 + Dexterity + Proficiency Bonus", "Composite Plating - AC = 13 + Dexterity (Max 2) + Proficiency Bonus", "Heavy Plating - AC = 16 + Proficiency Bonus, Disadvantage on Stealth checks"]}]], "Cleric Abilities"=>[{"Spellcasting"=>[{ "Description"=>"DC 16", "Cantrips"=>"Guidance, Light, Sacred Flame, Mending, Resistsnce", "1st Level"=>"Bane, Bless, Detect Magic, Sanctuary", "2nd Level"=>"Augury, Calm Emotions, Locate Object", "3rd Level"=>"Animate Dead, Dispel Magic, Speak with Dead", "4th Level"=>"Banishment, Divination, Stone Shape", "5th Level"=>"Raise Dead, Dispel Evil and Good"}], "Channel Divinity"=>"Turn Undead, Destroy Undead, Artisan's Blessing", "Divine Intervention"=>"Can call her patron to intervene on her behalf", "Order Domain Abilities"=>[{ "Bonus Proficiencies"=>"you gain proficiency with heavy armor. You also gain proficiency in the Intimidation and Persuasion skill", "Voice of Authority"=>"you can invoke the power of law to embolden an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see. If the spell targets more than one ally, you choose the ally who can make the attack", "Orders Demand"=>"you can use your Channel Divinity to exert an intimidating presence over others. As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw", "Embodiment of the Law"=>"If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action. You can use this feature a number of times equal to your Wisdom modifier", "Divine Strike"=>"you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8", "Spellcasting"=>[{ "1st Level"=>"Command, Heroism", "3rd Level"=>"Hold Person, Zone of Truth", "5th Level"=>"Mass Healing Word, Slow", "7th Level"=>"Compulsion, Locate Creature", "9th Level"=>"Commune, Dominate Person"}]}]] }

Proficiencies -

Languages -

Common Elven

Adjectives -

Dutiful, Orderly, Rigid,

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

N/A

# Background Story

Built by moneylenders for moneylenders, many of the battlepriests of Waukeen [or similar deity of trade and commerce] are warforged imbued with the spirit of trade and venture capitalism. While the positions of high priests remain largely the province of avaricious humans and elves, some warforge have proven their 'mettle', so-to-speak, and climbed the ranks of the clergy.

The entire population of this church are garbed in ridiculously lavish clothing. Cure has embraced this practice...well...religiously. Since his creation he 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 temple for the betterment of the 'Great Machine', as they call it. These abbots and priests and their followers can often be found in prayer to the Marketplace Eternal in the Outlands. Cure is a fanatical follower of High Priest Morion DeFaye and will almost always accompany him, whether on a trip to guard a caravan or in a ritual and prayer to the Marketplace Eternal.