

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

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition

Immunities

Senses TODO Senses

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

Abbot

Merchants' Guild

Journeyman

2500 x 3235

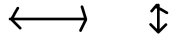


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ROLEPLAYING

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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BACKSTORY

Built by moneylenders, the battle of Waukeen of trade and warforged the spirit of the position. The priests represent humans and warforged. Their 'metals' and climb the clergy.

The entire church is ridiculous. Cure has practice. Since his fervently expansion commerce investme valiantly brothers-merchants' bled speed upon visit about the donating services. The better 'Great Market' call it.

These abilities and their often be the Market. The Outland. Cure is a of High Power. DeFaye always a whether a caravan prayer to Eternal.

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Cell3