

## 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

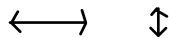


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## ROLEPLAYING

### 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 merchants safe from harm.

### Passions

Coin. Trade. Waukeen [or similar deity of trade and commerce]. Venture capitalism.

### Secrets

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## BACKSTORY

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