

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	CHA
15 ( )	11	17	10	19	9

**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

- Resistant to poison; Immune to disease; | Command, Heroism, Hold Person, Zone of Truth, Mass Healing Word, Slow, Compulsion, Locate Creature, Commune, Dominate Person, Voice of Authority, Order's Demand, Embodiment of the Law, Divine Strike | Spells: 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2

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

War Maul (2d6 bludgeoning)

Factions

2500 x 3235  
↔ ↕

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# Image Dummy

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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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Cell3

Bottom