

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 (+3)	11 (+1)	17 (+4)	10 (+0)	19 (+5)

Saving Throws TODO Saving Throws
Skills Medicine; History

Proficiencies TODO

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

ROLEPLAYING

Introduction

The moneylenders' temple is quite a site. One of the warforged abbots raises a hand. "Hail. Currency? Borrow or Trade?"

Appearance

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 (+3)	11 (+1)	17 (+4)	10 (+0)	19 (+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 ,

2500 x 3235

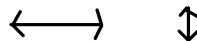


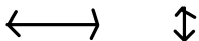
Image Dummy

ROLEPLAYING

Introduction

The moneylenders' temple is quite a site. One of the warforged abbots raises a hand. "Hail. Currency? Borrow or Trade?"

2500 x 3235



	<div>Adjectives ,</div>	<div>Currency? Borrow or Trade?</div>	
	<div>Special Abilities</div> <div><ul style="list-style-type: none">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</div>	<div>Appearance</div> <div>Colossal body of metal and stone. Gaudy black & blue, gold trimmed habit. Complex coif set with coins.</div> <div>Expressions</div> <div>"Some say prayers to money are sinful. What better way is there?"; "Waukeen watches over safe trade."</div> <div>Mannerisms</div> <div>Militant stance and gesticulation. Rubs fingertips together.</div> <div>Motivations</div> <div>To expand the glory of venture capitalism as far as they can. Keep all merchants safe from harm.</div> <div>Passions</div> <div>Coin. Trade. Waukeen [or similar deity of trade and commerce]. Venture capitalism.</div> <div>Secrets</div>	<div>Cell3</div> <div>Colossal body of metal and stone. Gaudy black & blue, gold trimmed habit. Complex coif set with coins.</div> <div>Expressions</div> <div>"Some say prayers to money are sinful. What better way is there?"; "Waukeen watches over safe trade."</div> <div>Mannerisms</div> <div>Militant stance and gesticulation. Rubs fingertips together.</div> <div>Motivations</div> <div>To expand the glory of venture capitalism as far as they can. Keep all merchants safe from harm.</div> <div>Passions</div> <div>Coin. Trade. Waukeen [or similar deity of trade and commerce]. Venture capitalism.</div> <div>Secrets</div>
	<div>Special Equipment</div>		
	<div>Combat Tactics</div> <div>Cure finds combat repugnant and unnecessary and will try to use magic coins to negotiate out of it. If left without a choice he is a brave and valiant warrior.</div> <div>Actions</div> <div>War Maul (2d6 bludgeoning)</div> <div>Factions</div>		<div>BACKGROUND STORY</div> <div><p><p>Built <i>by</i> moneylenders <i>for</i> 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.</p><p>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.</p><p>These abbots and priests and their followers can often be found in prayer to the Marketplace Eternal in the Outlands.</p><p>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.</p></div></p></div> <div>PERSONALITY</div>