

2500 x 3235
Image Dummy

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 (+3)	11 (+1)	17 (+4)	10 (+0)	19 (+5)	9 (0)

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 | 0 - 5; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 5 - 2

Special Equipment

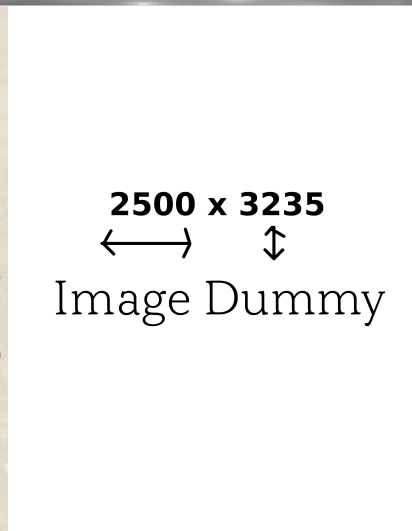
Combat Tactics

Cure finds combat repugnant and unnecessary. He will try to use magic or coins to negotiate or bribe. 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

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

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Mannerisms

Divine Strike Spell - 4; 2 - 3; 3 - 3; 4 - 3	Militant stance and gesticulation. Rubs fingertips together.	Militant stance and gesticulation. Rubs fingertips together.
Special Equipment	Motivations	Motivations
Combat Tactics	To expand the glory of venture capitalism as far as they can. Keep all merchants safe from harm.	To expand the glory of venture capitalism as far as they can. Keep all merchants safe from harm.
Cure finds combat repugnant and unnecessary and will try to use magic or coins to negotiate it. If left without a choice, he is a brave and valiant warrior.	Passions	Passions
Actions	Coin. Trade. Waukeen [or similar deity of trade and commerce]. Venture capitalism.	Coin. Trade. Waukeen [or similar deity of trade and commerce]. Venture capitalism.
War Maul (2d6 bludgeoning)	Secrets	Secrets
Factions		

BACKGROUND STORY

<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 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 a caravan or in a ritual and prayer to the Marketplace Eternal.</p>

PERSONALITY