CURE

young adult warforge lawful neutral Level 10 cleric

Pronouns: they/them Occupations: Moneyle Armor Class 17 Hit Points 65 (TODO H Speed 30.

STR DEX CON INT 15 () 11 17 10

CHA 9

2500 x 3235

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Saving Throws

TODO Saving Throws **Skills** Medicine; History **Proficiencies**

Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immun
Senses TODO Senses

Languages Common E Adjectives ,

Special Abilities

 Resistant to poison; to disease; | Comm Heroism, Hold Pers of Truth, Mass Heal Slow, Compulsion, Creature, Commun Dominate Person, \ Authority, Order's I Embodiment of the Divine Strike | Spel - 4; 2 - 3; 3 - 3; 4 -

Special Equipment

Combat Tactics

Cure finds combat repug unnecessary and will try magic or coins to negotia it. If left without a choice brave and valiant warrior

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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 & Die, 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

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

CHA

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 disease; | Command, Heroisi 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 -

Special Equipment

Combat Tactics

Cure finds combat repugnant and unnecessary and will try to use magic or coins to negotiate out o it. If left without a choice he is a brave and valiant warrior.

Actions

War Maul (2d6 bludgeoning)

Factions

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Secrets

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