

# LIBIL CLEMANTIA

Older Adult Half-Elf Neutral Good Level 5 Rogue

Pronouns: she-her Occupations: Merchant Armor Class 16 Hit Points 30 (TODO Hitdice) Speed 30.

 STR
 DEX
 CON
 INT
 WIS

 10
 16
 10
 15
 16

 (+0)
 (+3)
 (+0)
 (+3)
 (+3)

18 (+4)

(3235

1

Dummy

### **Saving Throws**

TODO Saving Throws **Skills** 

Persuasion; Perception; Thieves' Tools; Intimidation;

Proficiencies
Damage Immunities

TODO Damage Immunities
Condition Immunities

TODO Condition Immunities

Senses TODO Senses Languages Common Elven Dwarven Thieves' Cant Adjectives Lithe,

#### **Special Abilities**

-

## **Special Equipment**

-

## **Combat Tactics**

Will almost exclusively withdraw to a distance and use her longbow.

#### **Actions**

-

#### Factions

Regional Merchants'

Guild - Guild Leader

Thieves' Guild - Regional

- High Journeyman

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 (+0)
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2500 x 3235

Image Dummy

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ROLEPLAYING

A half-Elven woman in semi-

booths directing the chaos.

Strangely muscular for old

age. Tabard in heraldic colors

& appropriate symbols

of Merchants' guild. Long

"Schemers won't police

future."; "Gotta protect against companies!"

sellers. Always jingles a

'emselves"; "Bookkeeping and accounts. That's the

Assertively directs buyers and

To ensure that the Regional

control over the Merchants'

Unionization. Bringing the

market to the people.

She is subverting the

Merchants' guild in an

control of the Regional Thieves' Guild.

attempt to bring it under

Thieves' Guild has more

"You there! Business or

fine clothes overlooks market

Introduction

**Appearance** 

pleasure?

silver hair.

**Expressions** 

**Mannerisms** 

handful of coins.

Motivations

Guild

**Passions** 

Secrets

Saving Throws

TODO Saving Throws **Skills Skills** Persuasion;

Perception; Thieves' Tools;

Intimidation;

**Proficiencies** TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities

Senses TODO Senses
Languages Common Elven
Dwarven Thieves' Cant
Adjectives Lithe,

## **Special Abilities**

100

#### **Special Equipment**

-

# **Combat Tactics**

Will almost exclusively withdraw to a distance and use her longbow.

#### **Actions**

#### Factions

Regional Merchants' Guild Guild Leader

Thieves' Guild - Regional High Journeyman

# ROLEPLAYING

#### Introduction

A half-Elven woman in semifine clothes overlooks market booths directing the chaos. "You there! Business or pleasure?"

### **Appearance**

Strangely muscular for old age. Tabard in heraldic colors & Description of Merchants' guild. Long silver hair.

# **Expressions**

"Schemers won't police 'emselves"; "Bookkeeping and accounts. That's the future."; "Gotta protect against companies!"

# Mannerisms

Cell3

Assertively directs buyers and sellers. Always jingles a handful of coins.

# Motivations

To ensure that the Regional Thieves' Guild has more control over the Merchants' Guild

#### **Passions**

Unionization. Bringing the market to the people.

#### Secrets

She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.

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BACK

STORY

sure, Libil I political pri regional Ma She has be figure in the between the increasingly trading corthreatened strangleho merchants nearly sing regulations companies guilds for the merchants.

Libil's the purport Elves shou formation ( character. their innerastray from Instead, Lik High Elves, desperation surgical str surroundin unethical b betrayed th the treatise out of the Libil to pur inquisition. truth of a s her in a lor High Journe Regional TI Instead of that seeme horrible tru the appear seeks to ac and stabilit ground' thr unionizatio guilds bring

She ca the busiest large town: directing tr squabbles, merchants (both Merc (the latter instead, as 'Commone something