

500 x 3235

Libil Clemantia

**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	CHA
10	16	10	15	16	18
(+0)	(+3)	(+0)	(+3)	(+3)	(+4)

**Saving Throws** -  
**Skills** -

2500 x 3235

Image Dimensions

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**ROLEPLAYING**

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**ROLEPLAYING**

**Introduction**  
A half-elf with semi-fine features, she overlooks the city from her high perch, directing traffic and ensuring everyone's pleasure.

**Appearance**  
Strange, for old, she has a heraldic, appropriate Merchant's silver hair.

**Express**  
"Scholarship police"

→↕

# Age Dummy

<p>Persuasion; Perception; Thieves' Tools; Intimidation;</p> <p><b>Proficiencies</b> -</p> <p><b>Proficiency Mod</b> - +3</p>	<p>Thieves' Tools;</p> <p>Intimidation;</p> <p><b>Proficiencies</b> -</p>	<p>"Bookkeeping and accounts. That's the future."; "Gotta protect against companies!"</p>
<p><b>Languages</b> -</p> <p>Common Elven Dwarven Thieves' Cant</p> <p><b>Adjectives</b> - Lithe,</p>	<p><b>Languages</b> -</p> <p>Common Elven Dwarven Thieves' Cant</p> <p><b>Adjectives</b> - Lithe,</p>	<p><b>Mannerisms</b></p> <p>Assertively directs buyers and sellers. Always jingles a handful of coins.</p>
<p><b>Special Abilities</b> -</p>	<p><b>Special Abilities</b> -</p>	<p><b>Motivations</b></p> <p>To ensure that the Regional Thieves' Guild has more control over the Merchants' Guild</p>
<p><b>Special Equipment</b> -</p>	<p><b>Special Equipment</b> -</p>	<p><b>Passions</b></p> <p>Unionization. Bringing the market to the people.</p>
<p><b>Combat Tactics</b></p> <p>Will almost exclusively withdraw to a distance and use her longbow.</p>	<p><b>Combat Tactics</b></p> <p>Will almost exclusively withdraw to a distance and use her longbow.</p>	<p><b>Secrets</b></p> <p>She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.</p>
<p><b>Actions</b> -</p>	<p><b>Actions</b> -</p>	
<p><b>Factions</b></p> <p><b>Regional Merchants' Guild</b> Role: <i>Guild Leader</i></p> <p><b>Thieves' Guild - Regional</b> Role: <i>High Journeyman</i></p>	<p><b>Factions</b></p> <p><b>Regional Merchants' Guild</b> Role: <i>Guild Leader</i></p> <p><b>Thieves' Guild - Regional</b> Role: <i>High Journeyman</i></p>	<p><b>Secrets</b></p> <p>She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.</p>

