



# 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)

**CHA**  
18  
(+4)

**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*

2500 x 3235

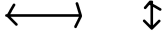


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# ROLEPLAYING

## Introduction

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

## Appearance

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

## Expressions

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

## Mannerisms

Assertively directs buyers and seller  
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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**Proficiencies** TODO

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TODO Condition  
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# BACKSTORY

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