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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 -
Skills -
Persuasion; Perception;
Thieves' Tools; Intimidation;
Proficiencies -
Proficiency Mod - +3

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

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 'emselves";
"Bookkeeping and accounts. That's the future."; "Gotta protect against companies!"

Mannerisms

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

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Saving Throws -
TODO Saving Throws
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,

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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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High Journeyman

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.

Thieves' Guild
Regional
High Journeyman

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