

Libii. 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 16 10 15 (+0) (+3) (+0) (+3) (+3)

CHA 18 (+4)

3235

Jummy

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

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 16 10 15 16 10 (+0) (+3) (+0) (+3) (+3)

CHA 18 (+4)

Introduction

2500 x 3235

Image Dummy

1

 \longleftrightarrow

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

ROLEPLAYING

Appearance

Strangely muscular for old age. Tabard in heraldic colors & amp; 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 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.

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

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

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 & amp; 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 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.

Васк STOR

rem pur surr is e vari fron sou peo gre perl true Ove

for sure political regional Guild. S importa negotiat various expandi compan threater strangle merchai establis handedl for these the avai individu the grou Libi

among t peacefu bespeak law-abic knowled working from thi Libil lear Elves, or despera conduct unethica against Nations: they bet expecta treatises out of th led Libil of inquis unearth situation a long-s High Jou Regiona Instead that see the horr underpii of peace achieve stability ground' unioniza that gui

She found in marketp towns a traffic, s and enli join the Merchar (the latt reference 'Worker: 'Commo or some