# 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

**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**

 Ear for Deceit, Eye for Deceit, Insightful Fighting, Uncanny Dodge, Cunning Action, Sneak attack

## **Special Equipment**

 <b>Circlet of Persuasion</b> - This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

## **Combat Tactics**

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

#### Actions

Longbow | Dagger

**Factions** 

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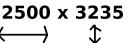
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Longbow | Dagger

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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 & Damp; 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.

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