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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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