

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

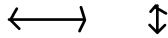


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ROLEPLAYING

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 '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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BACK STORY

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