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dummy

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

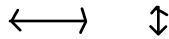


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ROLEPLAYING

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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BACKSTORY

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