

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** TODO  
**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

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

Combat Tactics

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

Actions

Longbow | Dagger

Factions

CELL ONE

2500 x 3235

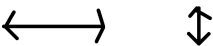


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ROLEPLAYING

Introduction

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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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CELL 2

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↔ ↕  
Image Dummy

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**Bottom**