

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 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

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ROLEPLAYING

A half-Elven woman in semi-fine clo

overlooks market booths directing

Strangely muscular for old age. Taba

symbols of Merchants' guild. Long si

"Schemers won't police 'emselves",

future."; "Gotta protect against

"Bookkeeping and accounts. That's t

Assertively directs buyers and seller

To ensure that the Regional Thieves

Unionization. Bringing the market to

She is subverting the Merchants' gui

an attempt to bring it under control

the Regional Thieves' Guild.

Guild has more control over the

Always jingles a handful of coins.

heraldic colors & amp; appropriate

chaos. "You there! Business or

Introduction

Appearance

Expressions

companies!"

Mannerisms

Motivations

Merchants' Guild

Passions

people.

Saving Throws

TODO Saving Throws Skills 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

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

Introduction

A half-Elven woman in semifine clothes overlooks market booths directing the chaos. "You there! Business or pleasure?'

Appearance

Strangely muscular for old age. Tabard in heraldic colors & amp; 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!"

Cell3

Assertively directs buyers

Motivations

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.

ROLEPLAYING

Mannerisms

and sellers. Always jingles a handful of coins.

To ensure that the Regional Thieves' Guild has more control over the Merchants'

Passions

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BACK

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sure, Libil political pr regional M She has be figure in the between the increasing trading cou strangleho merchants established handedly, for these of the availab individual around.

Libil's among the peaceful H bespeak th law-abiding knowledge workings le from this d Libil learne Elves, out desperatio conducting unethical against sui Nations; ui they betra expectatio treatises a of the publ Libil to pur inquisition the truth o drove her standing b Journeyma Thieves' G abiding by seemed to horrible tru underpin t peace. She achieve tru stability fo unionizatio guilds brin

She ca in the busi of large to squabbles merchants (both Merc Thieves' (t referenced 'Workers' 'Commone or somethi