

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

**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

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Image Dummy

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↔    ↕

Image Dummy

CELL 2

ROLEPLAYING
<b>Introduction</b>  A half-Elven woman in semi-fine clothes overlooks market booths directing the chaos. "You there! Business or pleasure?"
<b>Appearance</b>  Strangely muscular for old age. Tabard in heraldic colors & appropriate symbols of Merchants' guild. Long silver hair.
<b>Expressions</b>  "Schemers won't police 'emselves"; "Bookkeeping and accounts. That's the future."; "Gotta protect against companies!"
<b>Mannerisms</b>  Assertively directs buyers and sellers. Always jingles a handful of coins.
<b>Motivations</b>  To ensure that the Regional Thieves' Guild has more control over the Merchants' Guild
<b>Passions</b>  Unionization. Bringing the market to the people.
<b>Secrets</b>  She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.

Cell3

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Bottom
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