

500 x 3235

Libil Clemantia

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*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
(+0)	(+3)	(+0)	(+3)	(+3)	(+4)

Saving Throws -

Skills -

2500 x 3235

Image Dimensions

ROLEPLAYING

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Skills -

Persuasion; Perception;

ROLEPLAYING

Introduction

A half-elf with semi-fine features, she overlooks the city from her high perch, directing traffic and ensuring there's no trouble or pleasure?

Appearance

Strange, for old, heraldic, appropriate Merchant, silver hair

Express

"Sch... police"

→↕

# Age Dummy

<p>Persuasion; Perception; Thieves' Tools;</p> <p>Intimidation;</p> <p><b>Proficiencies</b> -</p> <p><b>Proficiency Mod</b> - +3</p>	<p>Thieves' Tools;</p> <p>Intimidation;</p> <p><b>Proficiencies</b> -</p>	<p>"Bookkeeping and accounts of the future."; "protecting companies"</p>	
<p><b>Languages</b> -</p> <p>Common Elven Dwarven Thieves' Cant</p> <p><b>Adjectives</b> - Lithe,</p>	<p><b>Introduction</b></p> <p>A half-Elven woman in semi-fine clothes overlooks market booths directing the chaos. "You there! Business or pleasure?"</p> <p><b>Appearance</b></p> <p>Strangely muscular for old age. Tabard in heraldic colors &amp; appropriate symbols of Merchants' guild. Long silver hair.</p> <p><b>Expressions</b></p> <p>"Schemers won't police 'emselves"; "Bookkeeping and accounts. That's the future."; "Gotta protect against companies!"</p> <p><b>Mannerisms</b></p> <p>Assertively directs buyers and sellers. Always jingles a handful of coins.</p> <p><b>Motivations</b></p> <p>To ensure that the Regional Thieves' Guild has more control over the Merchants' Guild</p> <p><b>Passions</b></p> <p>Unionization. Bringing the market to the people.</p> <p><b>Secrets</b></p> <p>She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.</p>	<p><b>Languages</b> -</p> <p>Common Elven Dwarven Thieves' Cant</p> <p><b>Adjectives</b> - Lithe,</p>	<p><b>Mannerisms</b></p> <p>Assertively directs buyers and sellers. Always jingles a handful of coins.</p> <p><b>Motivations</b></p> <p>To ensure that the Regional Thieves' Guild has more control over the Merchants' Guild</p> <p><b>Passions</b></p> <p>Unionization. Bringing the market to the people.</p> <p><b>Secrets</b></p> <p>She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.</p>
<p><b>Special Abilities</b> -</p> <p><b>Special Equipment</b> -</p> <p><b>Combat Tactics</b></p> <p>Will almost exclusively withdraw to a distance and use her longbow.</p> <p><b>Actions</b> -</p> <p><b>Factions</b></p> <p><b>Regional Merchants' Guild</b> Role: <i>Guild Leader</i></p> <p><b>Thieves' Guild - Regional</b> Role: <i>High Journeyman</i></p>	<p><b>Special Abilities</b> -</p> <p><b>Special Equipment</b> -</p> <p><b>Combat Tactics</b></p> <p>Will almost exclusively withdraw to a distance and use her longbow.</p> <p><b>Actions</b> -</p> <p><b>Factions</b></p> <p><b>Regional Merchants' Guild</b> Role: <i>Guild Leader</i></p> <p><b>Thieves' Guild - Regional</b> Role: <i>High Journeyman</i></p>	<p><b>Special Abilities</b> -</p> <p><b>Special Equipment</b> -</p> <p><b>Combat Tactics</b></p> <p>Will almost exclusively withdraw to a distance and use her longbow.</p> <p><b>Actions</b> -</p> <p><b>Factions</b></p> <p><b>Regional Merchants' Guild</b> Role: <i>Guild Leader</i></p> <p><b>Thieves' Guild - Regional</b> Role: <i>High Journeyman</i></p>	

