CELL ONELIB CLEMANTIA

older adult half-elf neutral good Level 5 rogue

Pronouns: she-her Occupations: Merchan Armor Class 16 Hit Points 30 (TODO H Speed 30.

STR DEX CON INT V 10 () 16 10 15 1

CHA 18

Saving Throws
TODO Saving Throws

Skills
Persuasion: Persontial

Persuasion; Perception; Tools; Intimidation;

Proficiencies
Damage Immunities
TODO Damage Immunit

Condition Immunities
TODO Condition Immuni

Senses TODO Senses **Languages** Common Elven Dwarver

Thieves' Cant,

Adjectives Lithe,

Special Abilities

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 & Damp; appropriate symbols of Merchants' guild. Long silver hair.

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Special Abilities

CELL 2

 Ear for Deceit, Eye for Deceit, Insightful Fighting, Uncanny Dodge, Cunning Action, Sneak attack

Special Equipment

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

Combat Tactics

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

Actions

Longbow | Dagger

Factions

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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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