

CELL  
ONE

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**

2500 x 3235

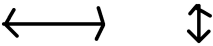


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ROLEPLAYING

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 & 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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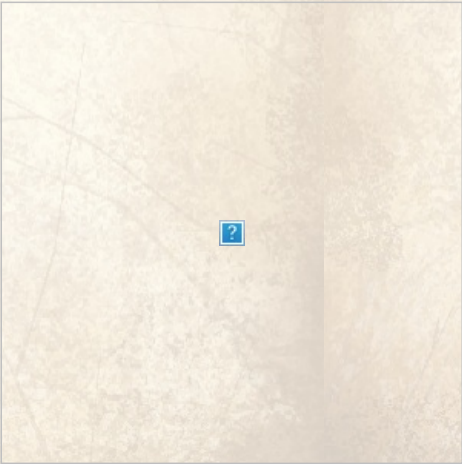
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bottom stats 2

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