

500 x 3235

Libil Clemantia

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

Saving Throws -
Skills -

2500 x 3235

Image Dimensions

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
10	16	10	15	16
(+0)	(+3)	(+0)	(+3)	(+3)

CHA
18
(+4)

Saving Throws -
Saving Throws -
Skills -
Persuasion; Perception;

ROLEPLAYING

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
10	16	10	15	16
(+0)	(+3)	(+0)	(+3)	(+3)

CHA
18
(+4)

Saving Throws -
Saving Throws -
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 is no pleasure for anyone but the police.

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

Express
"Sch... police"

→↕

Age Dummy

<p>Persuasion; Perception; Thieves' Tools; Intimidation;</p> <p>Proficiencies -</p> <p>Proficiency Mod - +3</p>	<p>Thieves' Tools;</p> <p>Intimidation;</p> <p>Proficiencies -</p>	<p>"Bookkeeping and accounts. That's the future."; "Gotta protect against companies!"</p>
<p>Languages -</p> <p>Common Elven Dwarven Thieves' Cant</p> <p>Adjectives - Lithe,</p>	<p>Languages -</p> <p>Common Elven Dwarven Thieves' Cant</p> <p>Adjectives - Lithe,</p>	<p>Mannerisms</p> <p>Assertively directs buyers and sellers. Always jingles a handful of coins.</p>
<p>Special Abilities -</p>	<p>Special Abilities -</p>	<p>Motivations</p> <p>To ensure that the Regional Thieves' Guild has more control over the Merchants' Guild</p>
<p>Special Equipment -</p>	<p>Special Equipment -</p>	<p>Passions</p> <p>Unionization. Bringing the market to the people.</p>
<p>Combat Tactics</p> <p>Will almost exclusively withdraw to a distance and use her longbow.</p>	<p>Combat Tactics</p> <p>Will almost exclusively withdraw to a distance and use her longbow.</p>	<p>Secrets</p> <p>She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.</p>
<p>Actions -</p>	<p>Actions -</p>	
<p>Factions</p> <p>Regional Merchants' Guild Role: <i>Guild Leader</i></p> <p>Thieves' Guild - Regional Role: <i>High Journeyman</i></p>	<p>Factions</p> <p>Regional Merchants' Guild Role: <i>Guild Leader</i></p> <p>Thieves' Guild - Regional Role: <i>High Journeyman</i></p>	<p>Secrets</p> <p>She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.</p>

