

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>Circlet of Persuasion - 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

2500 x 3235
↔ ↕

Image Dummy

CELL 2

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

Cell3

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Bottom
