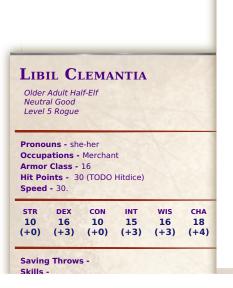


PreviousNext



2500 x 323 ← → ↓

Image Dun

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 -

ROLEPLAYING

Introduction

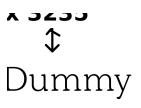
A half-Elven woman semi-fine cloth overlooks market bool directing the chaos. "Y there! Business pleasure?"

Appearance

Strangely muscu for old age. Tabard heraldic colors &an appropriate symbols Merchants' guild. Lo silver hair.

Expressions

"Schomore won't



Persuasion; Perception; Thieves' Tools; Intimidation;
Proficiencies Proficiency Mod - +3

Languages -

Common Elven Dwarven Thieves' Cant **Adjectives -** Lithe,

Special Abilities

Special Equipment

Combat Tactics

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

Actions

Factions

Regional Merchants' Guild Role: Guild Leader Thieves' Guild - Regional Role: High Journeyman

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.

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.

Persuasion; Perception; Thieves' Tools; Intimidation; Proficiencies -

Languages -

Common Elven Dwarven Thieves' Cant **Adjectives -** Lithe,

Special Abilities

Special Equipment

Combat Tactics

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

Actions

Factions

Regional Merchants' Guild

Role: Guild Leader
Thieves' Guild -

Regional

Role: Journeyman High

police 'emselves";
"Bookkeeping and
accounts. That's the
future."; "Gotta
protect against
companies!"

Mannerisms

Assertively dire buyers and selle Always jingles a hand of coins.

Motivations

To ensure that t Regional Thieves' Gu has more control over t Merchants' Guild

Passions

Unionization. Bringi the market to the peop

Secrets

She is subverting t Merchants' guild in attempt to bring it und control of the Regio Thieves' Guild.