

Libil Clemantia

## LIBIL CLEMANTIA

Older Adult Half-Elf  
Neutral Good  
Level 5 Rogue Inquisitive

**Pronouns** - she/her  
**Occupations** - Merchant  
**Armor Class** - 16  
**Hit Points** - 30 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS	CHA
10	16	10	17	16	18
(+0)	(+3)	(+0)	(+4)	(+3)	(+4)

### Saving Throws - Skills -

{ "Half-Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon", "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC 15"}], "Rogue Abilities"=>[{ "Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Inquisitive Abilities"=>[{ "Ear for Deciet"=>"you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8", "Eye for Detail"=>"you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues", "Insightful Fighting"=>"you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target"}]}

**Proficiencies** -  
**Proficiency Mod** - +3

### Languages -

Common Elvish Dwarvish Thieves' Cant  
{ "id"=>"regional\_merchants\_guild", "name"=>"Regional Merchants' Guild", "role"=>"Guild Leader"}  
{ "id"=>"thieves\_guild\_regional", "name"=>"Thieves' Guild - Regional", "role"=>"High Journeyman"}  
{ "id"=>"high\_journeyman", "name"=>"High Journeyman", "role"=>"High Journeyman"}

## LIBIL CLEMANTIA

Older Adult Half-Elf  
Neutral Good  
Level 5 Rogue Inquisitive

**Pronouns** - she/her  
**Occupations** - Merchant  
**Armor Class** - 16  
**Hit Points** - 30 (TODO Hitdice)  
**Speed** - 30.

STR	DEX	CON	INT	WIS
10	16	10	17	16
(+0)	(+3)	(+0)	(+4)	(+3)

**CHA**  
**18**  
**(+4)**

### Saving Throws - Saving Throws - Skills -

{ "Half-Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon", "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC 15"}], "Rogue Abilities"=>[{ "Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Inquisitive Abilities"=>[{ "Ear for Deciet"=>"you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8", "Eye for Detail"=>"you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues", "Insightful Fighting"=>"you gain the ability to decipher an opponent's tactics and develop a counter to them. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target"}]}

**Proficiencies** -

2500 x 3235

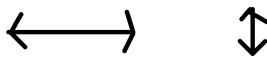


Image Dummy

## 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 and 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

role => High journeyman /

Adjectives - Lithe, Confident, Scrutinous,

Special Abilities -

Special Equipment -

Combat Tactics

Will almost exclusively withdraw to a distance and use her crossbow

Actions -

Factions

people.

Secrets

She is subverting the Merchants' guild in an attempt to bring it under control of the Regional Thieves' Guild.

Languages -

Common Elvish Dwarvish Thieves' Cant

{ "id"=>"regional\_merchants\_guild", "name"=>"Regional Merchants' Guild", "role"=>"Guild Leader"} { "id"=>"thieves\_guild\_regional", "name"=>"Thieves' Guild - Regional", "role"=>"High Journeyman" }

Adjectives -

Lithe, Confident, Scrutinous,

Special Abilities -

Special Equipment -

Combat Tactics

Will almost exclusively withdraw to a distance and use her crossbow

Actions -

Factions