# 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**

 <b>Circlet of Persuasion</b> - This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

## **Combat Tactics**

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

# Actions

Longbow | Dagger

## **Factions**

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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 & amp; appropriate symbols of Merchants' guild. Long silver hair.

# **Expressions**

"Schemers won't police 'emselves"; "Bookkeeping Cell3 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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