# LIBII. **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)

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### **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,

### **Special Abilities**

Adjectives Lithe.

## **Special Equipment**

# **Combat Tactics**

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

## Actions

# **Factions**

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

2500 x 3235  $\longleftrightarrow$ 

Image Dummy

# ROLEPLAYING

### Introduction

A half-Elven woman in semi-fine clo overlooks market booths directing chaos. "You there! Business or pleasure?"

### **Appearance**

Strangely muscular for old age. Taba heraldic colors & amp; appropriate symbols of Merchants' guild. Long si

### **Expressions**

"Schemers won't police 'emselves"; "Bookkeeping and accounts. That's t future."; "Gotta protect against companies!"

### **Mannerisms**

Assertively directs buyers and seller Always jingles a handful of coins.

### Motivations

To ensure that the Regional Thieves Guild has more control over the Merchants' Guild

Unionization. Bringing the market to people.

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

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**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, Eve 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**

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### Actions

Longbow | Dagger

# **Factions**

**Regional Merchants'** Guild

Guild Leader Thieves' Guild -Regional High Journeyman

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BACKGROUND STORY