

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 16 10 15 (+0) (+3) (+0) (+3) (+3)

CHA 18

(+4)

x 3235

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Dummy

Saving Throws -Skills -

Persuasion; Perception; Thieves' Tools; Intimidation;

Proficiencies -

Proficiency Mod - +3

Languages -

Common Elven Dwarven Thieves' Cant

Adjectives - Lithe,

Special Abilities

Will almost exclusively withdraw to a distance and

Actions

Regional Merchants'

Guild

Role: Guild Leader Guild

Regional

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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 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

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Intimidation:

TODO Saving Throws Skills -

Persuasion; Perception; Thieves' Tools;

Proficiencies - TODO **Damage Immunities -**

TODO Damage Immunities

Condition Immunities -TODO Condition **Immunities**

Senses - TODO Senses 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.

Thieves' Guild -

Actions

Factions Regional **Merchants' Guild** Role: Guild Leader

BACKG STORY

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Thieves'

Role: High Journeyman

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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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Regional

Role: Journeyman High

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