LIBIL CLEMANTIA older adult half-elf

older adult half-elf neutral good Level 5 roque

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

CHA 18

Saving Throws
TODO Saving Throws
Skills
Persuasion: Percention: This

Persuasion; Perception; Thieve Tools; Intimidation;

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Elven Dwarven Thieve
Cant,
Adjectives Lithe,

Special Abilities

 Ear for Deceit, Eye for Decei Insightful Fighting, Uncanny Dodge, Cunning Action, Snea attack

Special Equipment

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

Combat Tactics

Will almost exclusively withdraw a distance and use her longbow.

Actions

Longbow | Dagger

Factions

LIBIL CLEMANTI

older adult half-elf neutral good Level 5 rogue

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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?"

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Appearance

Strangely muscular for old age. Tabard in heraldic colors & Damp; appropriate symbol 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

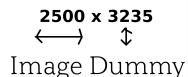
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Factions

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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