

# 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

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

CHA

18  
(+4)

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(+4)

**Saving Throws** TODO Saving Thro  
**Skills**  
Persuasion; Perception; Thieves' To  
Intimidation;

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities

**Condition Immunities**  
TODO Condition Immunities

**Senses** TODO Senses

**Languages**  
Common Elven Dwarven Thieves' C

**Adjectives** Lithe ,

**Special Abilities**

- Ear for Deceit, Eye for Deceit, Insightful Fighting, Uncanny Dodge, Cunning Action, Sneak attack

**Special Equipment**

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

**Combat Tactics**

Will almost exclusively withdraw to distance and use her longbow.

**Actions**

Longbow | Dagger

**Factions**

## ROLEPLAYING

**Introduction**

A half-Elven woman in semi-fine clothes overlooks market booth directing the chaos. "You there Business or pleasure?"

2500 x 3235

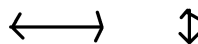


Image Dummy



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

unionization structures that guilds bring.

She can often be found in the busiest marketplaces of large towns and cities, directing traffic, solving squabbles, and enlisting merchants to join the guild (both Merchants' and Thieves' (the latter often referenced, instead, as 'Workers' Guild', or 'Commoners' Association', something of that ilk)).

## PERSONALITY