

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)

Saving Throws  
TODO Saving Throws  
Skills  
Persuasion; Perception; Thieves  
Tools; Intimidation;

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

- 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 +3 competence bonus on the wearer's Charisma-based checks.</p>

Combat Tactics

Will almost exclusively withdraw a distance and use her longbow

Actions

Longbow | Dagger

Factions

ROLEPLAYING

Introduction

A half-Elven woman in semi-

2500 x 3235  
Image Dummy

LIBIL CLEMANTIA

older adult half-elf

neutral good

Level 5 rogue

Pronouns:

she-her

Occupations:

Merchant

Armor Class

16

Hit Points

30 (TODO H

Speed

30.

STR

DEX

CON

INT

WIS

10

16

10

15

16

(+0)

(+3)

(+0)

(+3)

(+3)

CHA

18

(+4)

Saving Throws

TODO Saving Throws

Skills

Persuasion; Perception; Tools; Intimidation;

Proficiencies

Damage Immunities

TODO Damage Immunit

Condition Immunities

TODO Condition Immuni

Senses

TODO Senses

Languages

Common Elven Dwarver Cant ,

2500 x 3235

Image Dummy

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

fine clothes overlooks market booths directing the chaos. "You there! Business or pleasure?"

Appearance

Strangely muscular for old age. Tabard in heraldic colors & 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 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.

Cell3

Adjectives

Lithe ,

Special Abilities

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

Special Equipment

- **Circlet of Persuasion** - The headband grants a competence bonus to the wearer's Charisma checks.

Combat Tactics

Will almost exclusively work at a distance and use her longbow

Actions

Longbow | Dagger

Factions

Expressions

"Schemers won't police themselves"; "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

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.

# BACKGROUND STORY

The high elves of the North Expanse have remained stoic in their pursuit of peace with the surrounding Nations. This is exemplified in their various treatises. Hailing from this environment sounds near idyllic and its peoples destined for greatness in politics. Well, perhaps only half of this is true.

Over her 150 years, for sure, Libil has achieved political prominence in the regional Merchants's Guild. She has been an important figure in the negotiations between the various increasingly expanding trading companies that threatened to stranglehold on individual merchants. Libil established, nearly single-handedly, the regulations for these companies and the available guilds for the individual merchants on the ground.

Libil's upbringing among the purportedly peaceful High Elves should bespeak the formation of a law-abiding character. Her knowledge of the inner-workings led her astray from this destiny. Instead, Libil learned that the High Elves, out of survival or desperation, had been conducting various unethical surgical strikes against the surrounding Nations; unethical because they betrayed the expectations of the treatises that were kept out of the public eye. This led Libil to pursue the art of inquisition, of unearthing the truth of a situation, and drove her in a long-standing bid as High Journeyman of the Regional Thieves' Guild. Instead of abiding by laws that seemed to only mask the horrible truths that underpinned the appearance of peace, She seeks to achieve true peace and stability for 'boots on the ground' through the unionization of 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', or something of that ilk)).



# PERSONALITY

The high elves of the North Expanse have remained stoic in their pursuit of peace with the surrounding Nations. This is exemplified in their various treaties. Hailing from this environment sounds near idyllic and its peoples destined for greatness in politics. Well, perhaps only half of this is true.

Over her 150 years, for sure, Libil has achieved political prominence in the regional Merchants' Guild. She has become an important figure in the negotiations between the various increasingly expanding trading companies that threatened to stranglehold on individual merchants. Libil established, nearly single-handedly, the regulations for these companies and the available guilds for the individual merchants on the ground.

Libil's upbringing among the purportedly peaceful High Elves should bespeak the formation of a law-abiding character. Her knowledge of the inner-workings led her astray from this destiny. Instead, Libil learned that the High Elves, out of survival or desperation, had been conducting various unethical surgical strikes against surrounding Nations; unethical because they betrayed the expectations of the treaties and were kept out of the public eye. This led Libil to pursue the art of inquisition, of unearthing the truth of a situation, and drove her in a long-standing bid as High Journeyman of the Regional Thieves' Guild. Instead of abiding by laws that seemed to only mask the horrible truths that underpinned the appearance of peace, She seeks to achieve true peace and stability for 'boots on the ground' through the unionization of 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', or something of that ilk)).