## 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 future."; "Gotta protect against companies!"

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

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

### **Passions**

Unionization. Bringing the market to people.

### Secrets

## LIBIL **CLEMANTIA**

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 (+0) (+3) (+0) (+3) (+3)

18 (+4)

### **Saving Throws**

TODO Saving Throws
Skills 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'

Adjectives Lithe.

Special Abilities Ear for Deceit, Eye 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**

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

## STORY The high elves of the

BACKGROUND

Northern 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 put a stranglehold on individual merchants. Libil established, nearly singlehandedly, 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 their 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 treatises 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

underpin the appearance of

peace, She seeks to achieve

true peace and stability for

structures that guilds bring.

She can often be

found in the busiest

'boots on the ground' through the unionization

the horrible truths that

# LIBII.

Older Adult Half-Elf Neutral Good Level 5 Rogue

CLEMANTIA

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)

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### **Saving Throws**

TODO Saving Throws Skills Persuasion; Perception; Thieves' Tools; Intimidation; **Proficiencies** 

Longbow | Dagger

## ROLEPLAYING

### Introduction

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### **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 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.

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

### **Special Abilities**

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### **Special Equipment**

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### **Combat Tactics**

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

### Actions

Longbow | Dagger

### **Factions**

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

### Facti

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