

## 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

**CHA**  
18

**Saving Throws**  
TODO Saving Throws  
**Skills**  
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 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 sem  
fine clothes overlooks mar  
booths directing the chaos  
"You there! Business or  
pleasure?"

### Appearance

Strangely muscular for old  
Tabard in heraldic colors  
& appropriate symbol

2500 x 3235  
Image Dummy

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### Special Abilities

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

### Special Equipment

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

### Combat Tactics

Will almost exclusively work  
a distance and use her lo

### Actions

Longbow | Dagger

### Factions

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.

### Expressions

"Schemers won't police 'emselvess"; "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.

Merchants' guild. Long silver  
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Regional Thieves' Guild.

## BACKGROUND STORY

<p>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  
its peoples destined for greatness  
in politics. Well, perhaps only half  
of this is true.</p><p>Over her  
years, for sure, Libil has achieved  
political prominence in the region  
Merchants's Guild. She has been  
important figure in the negotiations  
between the various increasing  
expanding trading companies threatened  
to put a 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  
</p><p>Libil's upbringing among  
the purportedly peaceful High Elves  
should bespeak the formation of  
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 treaties  
and were kept out of the public  
This led Libil to pursue the art of  
inquisition, of unearthing the truth  
of a situation, and drove her in  
long-standing bid as High  
Journeyman of the Regional  
Thieves' Guild. Instead of abiding  
laws that seemed to only mask

horrible truths that underpin the appearance of peace, She seeks to achieve true peace and stability 'boots on the ground' through the unionization structures that guide her to bring.

She can often be found in the busiest marketplace of large towns and cities, directing traffic, solving squabbles, and enlisting merchants to join the (both Merchants' and Thieves' (latter often referenced, instead 'Workers' Guild', or 'Commoners Association', or something of the 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, its peoples destined for greatness in politics. Well, perhaps only half of this is true.

Over her years, for sure, Libil has achieved political prominence in the region's Merchants's Guild. She has been an important figure in the negotiations between the various increasing and expanding trading companies threatened to put a stranglehold on individual merchants. Libil has 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 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 treaties and were kept out of the public eye. This led Libil to pursue the art of espionage, of unearthing the truth of a situation, and drove her in her 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 underpin the appearance of peace, She seeks to achieve true peace and stability 'boots on the ground' through the unionization structures that guide her to bring.

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