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libil clemantia

2500 x 3235
↔ ↕

Image Dummy

Libil Clemantia

older adult Half-Elf

Neutral Good

Level 5 Rogue Inquisitive

Pronouns -

she/her

Occupations -

Merchant

Armor Class -

16

Hit Points -

30 (TODO Hitdice)

Speed -

30.

STR

10 (+0)

DEX

16 (+3)

CON

10 (+0)

INT

17 (+4)

WIS

16 (+3)

CHA

18 (+4)

Saving Throws -

Skills -

{ "Half-Elf Abilities"=>[{ "Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon", "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC 15"}], "Rogue Abilities"=>[{ "Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Inquisitive Abilities"=>[{ "Ear for Deciet"=>"you develop a keen ear for picking out lies. Whenever you make a Wisdom (Insight) check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8", "Eye for Detail"=>"you can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object or to make an Intelligence (Investigation) check to uncover or decipher clues", "Insightful Fighting"=>"you gain the ability to decipher an opponent’s tactics and develop a counter to them. As a bonus action, you make a Wisdom (Insight) check against a creature you can see that isn’t incapacitated, contested by the target’s Charisma (Deception) check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target"}}]

Proficiencies -

Proficiency Mod -

+3

Languages -

Common Elvish Dwarvish Thieves' Cant {"id"=>"regional_merchants_guild", "name"=>"Regional Merchants' Guild", "role"=>"Guild Leader"} {"id"=>"thieves_guild_regional", "name"=>"Thieves' Guild - Regional", "role"=>"High Journeyman"}

Adjectives -

Lithe, Confident, Scrutinous,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235

A diagram showing the dimensions 2500 x 3235. Below the number 2500 is a horizontal double-headed arrow. Below the number 3235 is a vertical double-headed arrow.

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 and 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.

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Languages -

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Adjectives -

Lithe, Confident, Scrutinous,

Special Abilities

-

Special Equipment

-

Combat Tactics

Will almost exclusively withdraw to a distance and use her crossbow

Actions

Factions

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Background Story

The high elves of the 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 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 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 the horrible truths that underpin the appearance of peace, She seeks to achieve true peace and stability for 'boots on the ground' through the 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', or something of that ilk)