



LIBIL CLEMANZIA

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

Special Abilities

-

Special Equipment

-

Combat Tactics

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

Actions

-

Factions

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

2500 x 3235
Image Dummy

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. Tab
heraldic colors & appropriate
symbols of Merchants' guild. Long si
hair.

Expressions

"Schemers won't police 'emselv
"Bookkeeping and accounts. That's
future."; "Gotta protect against
companies!"

Mannerisms

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

Motivations

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

Passions

Unionization. Bringing the market to
people.

Secrets

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

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Actions

Longbow | Dagger

Factions

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

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)).