LIBIL CLEMANTIA

older adult half-elf neutral good Level 5 rogue

Pronouns: she-her Occupations: Merchan Armor Class 16 Hit Points 30 (TODO H Speed 30.

STR DEX CON INT WIS

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CHA

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Saving Throws TODO Saving Thro

Persuasion; Perception; Thieves' To-Intimidation;

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages

Common Elven Dwarven Thieves' C

Adjectives Lithe,

Special Abilities

 Ear for Deceit, Eye for Deceit, Insightful Fighting, Uncanny Dodge, Cunning Action, Sneak attack

Special Equipment

 Circlet of Persuasion
 This silver headband grants a competence bonus on the wea Charisma-based checks.

Combat Tactics

Will almost exclusively withdraw to distance and use her longbow.

Actions

Longbow | Dagger

Factions

ROLEPLAYING

Introduction

A half-Elven woman in semi-fine clothes overlooks market booth directing the chaos. "You there Business or pleasure?" **2500 x 3235 ←→** ↓

Image Dummy Saving Throws
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ROLEPLAYING

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Appearance

Strangely muscular for old age. Tabard in heraldic colors & Damp; 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 Regiona Thieves' Guild.

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BACKGROUND STORY

The high elves of the Northern Expanse have remained stoic in the pursuit of peace with the surroundir Nations. This is exemplified in their various treatises. Hailing from this environment sounds near idyllic and peoples destined for greatness in politics. Well, perhaps only half of the is true.Over her 150 years for sure, Libil has achieved political prominence in the regional Merchar Guild. She has been an important figure in the negotiations between t various increasingly expanding trad companies that threatened to put a stranglehold on individual merchant Libil established, nearly singlehandedly, the regulations for these companies and the available guilds the individual merchants on the ground.Libil's upbringing among the purportedly peaceful Hig Elves should bespeak the formation a law-abiding character. Her knowledge of their inner-workings le her astray from this destiny. Instead Libil learned that the High Elves, ou survival or desperation, had been conducting various unethical surgic strikes against surrounding Nations unethical because they betrayed th expectations of the treatises and we kept out of the public eye. This led I to pursue the art of inquisition, of unearthing the truth of a situation, 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.
p>She can often be for 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 'Worke Guild', or 'Commoners' Association', something of that ilk)).

Personality