

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>Circlet of
Persuasion - 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

Cell3

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

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

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

Unionization. Bringing the market to the people.

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

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10 16 10 15 16
(+0) (+3) (+0) (+3) (+3)

18
(+4)

Cant ,
Adjectives - Litho

Strangely muscular for old age. Tabard in heraldic colors & appropriate symbols of Merchants' guild. Long silver hair.




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Special Abilities

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

Special Equipment

- Circlet of Persuasion - The headband grants a competence bonus to the wearer's Charisma checks.

Combat Tactics

Will almost exclusively work at a distance and use her longbow

Actions

Longbow | Dagger

Factions

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.

BACKGROUND STORY

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 and its peoples destined for greatness in politics. Well, perhaps only half of this is true. Over her 150 years, Libil has achieved political prominence in the regional Merchants's Guild. She has become an important figure in the negotiations between the various increasingly expanding trading companies that threatened to 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 the 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 the surrounding Nations; unethical because they betrayed the expectations of the treatises that were kept out of the public eye. This led Libil to pursue the arduous 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 underpinned the appearance of peace, She seeks to achieve true peace and stability for 'boots on the ground' through the unionization of the structures that guilds bring. She can often be found in the busiest marketplaces of large towns and cities, directing trade, solving squabbles, and enlisting merchants to join the guild (between the Merchants' and Thieves' (the latter often referenced, instead, as 'Workers' Guild', or 'Commoners' Association', or something of that ilk)).

PERSONALITY

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