

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
(+0)	(+3)	(+0)	(+3)	(+3)

CHA

18
(+4)

Saving Throws
TODO Saving Throws
Skills
Persuasion; Perception; Thieves
Tools; Intimidation;
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Elven Dwarven Thieves
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 semi-

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

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

Image Dummy

Image Dummy

Adjectives Lithe ,	Expressions
Special Abilities	"Schemers won't police 'emselves"; "Bookkeeping and accounts. That's the future."; "Gotta protect against companies!"
<ul style="list-style-type: none">• Ear for Deceit, Eye for Insightful Fighting, Dodge, Cunning Action, Sneak attack	Mannerisms
Special Equipment	Assertively directs buyers and sellers. Always jingles a handful of coins.
<ul style="list-style-type: none">• Circlet of Persuasion - The headband grants a competence bonus to the wearer's Charisma checks.	Motivations
Combat Tactics	To ensure that the Regional Thieves' Guild has more control over the Merchants' Guild
Will almost exclusively work at a distance and use her longbow	Passions
Actions	Unionization. Bringing the market to the people
Factions	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, for sure, 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 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 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 underpinned the appearance of peace, She seeks to achieve true peace and stability for 'boots on the ground' through the unionization of 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)).

PERSONALITY

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