



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

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(+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
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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 to a distance and
use her longbow.

Actions

Longbow | Dagger

Factions

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

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2500 x 3235



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ROLEPLAYING

Introduction

A half-Elven woman in semi-fine clo
overlooks market booths directing t
chaos. "You there! Business or
pleasure?"

Appearance

Strangely muscular for old age. Tab
heraldic colors & appropriate
symbols of Merchants' guild. Long s
hair.

Expressions

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

Mannerisms

Assertively directs buyers and seller
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
people.

Secrets

She is subverting the Merchants' gu
an attempt to bring it under control
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BACKGROUND STORY

<p>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.</p>

<p>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.</p><p>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.
</p><p>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)).
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