

## 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**  
**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

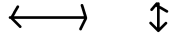


Image Dummy

## ROLEPLAYING

### Introduction

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

### Appearance

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

### Expressions

"Schemers won't police 'emselfes";  
"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.

## 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** 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

-

### 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*

## ROLEPLAYING

### Introduction

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

### Appearance

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

### Expressions

"Schemers won't police  
'emselfes"; "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.

## BACK STORY

The  
North  
remain  
pursui  
surrou  
exemp  
treatis  
enviro  
idyllic  
destin  
politic  
half of

Over h  
sure, Libil  
political pr  
regional M  
She has be  
figure in th  
between th  
increasing  
trading co  
threatened  
strangleho  
merchants  
establishe  
handedly,  
for these c  
the availab  
individual  
ground.

Libil's  
among the  
peaceful H  
bespeak th  
law-abidin  
knowledge  
workings l  
from this c  
Libil learne  
Elves, out  
desperatio  
conducting  
unethical s  
against sui  
Nations; u  
they betra  
expectatio  
treatises a  
of the publ  
Libil to pur  
inquisition  
the truth o  
drove her i  
standing b  
Journeyman  
Thieves' G  
abiding by  
seemed to  
horrible tr  
underpin t  
peace. She  
achieve tr  
stability fo  
ground' th  
unionizati  
guilds brin

She ca  
in the busi  
of large to  
directing t  
squabbles,  
merchants  
(both Merc  
Thieves' (t  
referenced  
'Workers' (C  
'Commone  
or somethi

3235



Image Dummy

Cell3