

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)

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Saving Throws TODO Saving Thro
Skills
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

- <p>Circlet of Persuasion - This silver headband grants a competence bonus on the wearer's Charisma-based checks.</p>

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

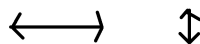


Image Dummy

2500 x 3235

ROLEPLAYING

Saving Throws

TODO Saving Throws

Skills

Persuasion; Perception;
Tools; Intimidation;

Proficiencies

Damage Immunities

TODO Damage Immunit

Condition Immunities

TODO Condition Immuni

Senses TODO Senses

Languages

Common El

Cant ,

Adjectives Lithe ,

Special Abilities

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

Special Equipment

- **<p>Circlet of Persuasion** - The headband grants a competence bonus to the wearer's Charisma checks.</p>

Combat Tactics

Will almost exclusively walk
a distance and use her legs

Actions

Longbow | Dagger

Factions

Appearance

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

Expressions

"Schemers won't police 'emselv
"Bookkeeping and accounts. Th
the future."; "Gotta protect aga
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 mark to the people.

Secrets

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

BACKGROUND STORY

<p>The high elves of the Northern Expanse have remained stoic in the pursuit of peace with the surrounding Nations. This is exemplified in their various treaties. Hailing from this environment sounds near idyllic and peoples destined for greatness in politics. Well, perhaps only half of that is true.</p><p>Over her 150 years for sure, Libil has achieved political prominence in the regional Merchant Guild. She has been an important figure in the negotiations between the various increasingly expanding trade companies that threatened to put a stranglehold on individual merchant. Libil established, nearly single-handedly, the regulations for these companies and the available guilds to 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 kept 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 treaties and were kept out of the public eye. This led her to pursue the art of inquisition, of unearthing the truth of a situation, and drove her in a long-standing bid as a 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.

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', something of that ilk)).

PERSONALITY