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 Decei Insightful Fighting, Uncanny Dodge, Cunning Action, Snea attack

Special Equipment

 Circlet of Persuasion - This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

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

Strangely muscular for old Tabard in heraldic colors & amp; appropriate symbol

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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 herald colors & propriate symbols of Merchants guild. Long silver hair.

Expressions

"Schemers won't police 'emselves"; "Bookkeepi and accounts. That's the future."; "Gotta protec 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 Regiona Thieves' Guild.

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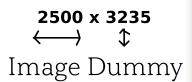
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BACKGROUND STORY

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 its peoples destined for greatne in politics. Well, perhaps only h of this is true.Over her years, for sure, Libil has achieve political prominence in the regi Merchants's Guild. She has been important figure in the negotial between the various increasing expanding trading companies tl threatened to put a stranglehol individual merchants. Libil established, nearly single-hand the regulations for these compa and the available guilds for the individual merchants on the gro Libil's upbringing amo the purportedly peaceful High E should bespeak the formation of law-abiding character. Her knowledge of their inner-workir led her astray from this destiny Instead, Libil learned that the H Elves, out of survival or desperation, had been conducti various unethical surgical strike against surrounding Nations; unethical because they betraye the expectations of the treatise and were kept out of the public This led Libil to pursue the art of inquisition, of unearthing the tr of a situation, and drove her in long-standing bid as High Journeyman of the Regional Thieves' Guild. Instead of abidir laws that seemed to only mask



norrible truths that underpin the appearance of peace, She seeks achieve true peace and stability boots on the ground through through through the unionization structures that guisting.
% p > She can often be found in the busiest marketplace of large towns and cities, direct traffic, solving squabbles, and enlisting merchants to join the (both Merchants' and Thieves' (latter often referenced, instead 'Workers' Guild', or 'Commoners' Association', or something of the ilk)).

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