

# 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 Deceit  
Insightful Fighting, Uncanny  
Dodge, Cunning Action, Sneak  
attack

## Special Equipment

- <p><b>Circlet of  
Persuasion</b> - 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 sem  
fine clothes overlooks mar  
booths directing the chaos  
"You there! Business or  
"I know?"

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Level 5 rogue

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**Hit Points** 30 (TODO H  
**Speed** 30.

10 16 10 15 16  
(+0) (+3) (+0) (+3) (+3)

18  
(+4)

**Saving Throws**  
TODO Saving Throws

**Skills**  
Persuasion; Perception;  
Tools; Intimidation;

## Proficiencies

## Damage Immunities

TODO Damage Immunities

**Condition Immunities**


**Senses** TODO Senses  
**Languages**

Common Elven Dwarven  
Cant

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

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

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



## Image Dummy

## Image Dummy

Can't ,

Adjectives Lithe ,

Special Abilities

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

Special Equipment

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

Combat Tactics

Will almost exclusively work from a distance and use her longbow

Actions

Longbow | Dagger

Factions

Expressions

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

# BACKGROUND STORY

<p>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.</p><p>Over her 150 years, Libil is 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 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 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. They were kept out of the public eye. This led Libil to pursue the arduous 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 the structures that guilds bring.</p><p>She can often be found in the busiest marketplaces of large towns and cities, directing trade, solving squabbles, and enlisting merchants to join the guild (between the Merchants' and Thieves' (the latter often referenced, instead as 'Workers' Guild', or 'Commoners' Association', or something of that ilk)).</p>



# PERSONALITY

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 treaties. Hailing from this environment sounds near idyllic and its peoples destined for greatness in politics. Well, perhaps only half of this is true.

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