

GLEM THE **DURABLE SHILL**

Middle Aged Half-Halfiling/Half-Dwarf Neutral Good Level 10 Rogue

Pronouns: he/him Occupations:

Document Creator; Forge; Fence

Armor Class 14 **Hit Points** 65 (TODO Hitdice)

Speed 40.

STR DEX CON INT WIS 11 16 11 17 12 (+1) (+3) (+1) (+4) (+1)

CHA 17 (+4)

(3235

Dummy

Saving Throws

TODO Saving Throws Skills

Disguise; Persuasion; Forgery

Proficiencies Damage Immunities

TODO Damage Immunities

Condition Immunities **TODO Condition Immunities** Senses TODO Senses

Languages Common Thieves' Cant Halfling Dwarven **Adjectives**

Special Abilities

Special Equipment

Combat Tactics

Glem is quite courageous, but not foolhardy. He knows his limits. He will use his psionics to disorient opponents in order to calm a situation or make space to flee. If pressed. he will try negotiating before combat.

Actions

Factions

Identity Traders

The Bureau of Population Control

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2500 x 3235

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ROLEPLAYING

A small but hearty figure slides

while spying your party.

through a market crowd towards you, flipping through documents

Under four feet tall. Rusty skin and

short Caesar cut. Well-kept leathers.

Multiple scroll cases adorn his perso

"Can't be found when you're nobody

in particular"; "How many lives have you already lived?"; "Plain sight?

Obsessed with documents. Pinches

the bridge of nose while thinking.

Glem hopes to rewrite portions of

history and the roles of its players.

Identity and identification processes

The possibilities of the mind to creat

Shuffles through pockets & amp;

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Introduction

Appearance

Expressions

Overrated.

Mannerisms

Motivations

Passions

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Secrets

Saving Throws TODO Saving Throws

Skills Skills Disguise; Persuasion; Forgery Kit

Proficiencies TODO

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Condition Immunities TODO Condition Immunities

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Secrets

BACK STORY

The witness geograp Hill Dwa not only engaged trade ar villas of settleme the East connect populati combine for creat textiles, Dwarf e metallui

Not only produced go value to the unique indiv mix of talent have not yet of minds had population o psionic abilit this culturall environment grew quickly recognition personal ide for personal to see into p personal ide gather the w each individ merchant, to beyond.

He thou often, if the Population C out fees and having prop prove who y blood flows then any of that process few coins he the proper e And it wasn' sought train guild of Iden faction dedic undermining imposed by here that he at forgery, n within the co grew his not for illegal do for trade, tra