

Glem The Durable Shill

GLEM THE DURABLE SHILL

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

Pronouns - he/him

Occupations -

Document Creator; Forge; Fence

Armor Class - 14

Hit Points - 65 (TODO Hitdice)

Speed - 40.

STR	DEX	CON	INT	WIS	CHA
11	18	11	17	12	17
(+1)	(+4)	(+1)	(+4)	(+1)	(+4)

Saving Throws -
Skills -

{ "Dwarf Abilities" => { "Dwarven Resistance" => "Has advantage on Saving Throws against poison, and has Resistance against poison damage", "Dwarven Combat Training" => "Has proficiency with the Battleaxe, Handaxe, Light Hammer, and Warhammer.", "Stonecunning" => "Whenever making an Intelligence (History) check related to the Origin of stonework, he is considered proficient in the History skill and adds double his Proficiency Bonus to the check, instead of his normal Proficiency Bonus" }, "Halfling Abilities" => { "Lucky" => "When rolling a 1 on The D20 for an Attack roll, ability check, or saving throw, can reroll the die and must use the new roll", "Brave" => "Has advantage on Saving Throws against being Frightened", "Halfling Nimbleness" => "can move through the space of any creature that is of a size larger than her" }, "Rogue Abilities" => { "Expertise" => "Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack" => "Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature", "Cunning Action" => "Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge" => "When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage", "Evasion" => "When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only

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Proficiencies -
Proficiency Mod - +4

Languages -
Common Thieves' Cant Halfling Dwarven
Adjectives - Deft, Skilled,

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.

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ROLEPLAYING

Introduction
A small but hearty figure slides through a market crowd towards you, flipping through documents while spying your party
Appearance
Under four feet tall. Rusty skin and short Caesar cut. Well-kept leathers. Multiple scroll cases adorn his person
Expressions
Can't be found when you're nobody in particular
How many lives have you already lived?
Plain sight? Overrated.
Mannerisms
Obsessed with documents. Pinches the bridge of nose while thinking. Shuffles through pockets and cases. Whispers to self
Motivations
Glem hopes to rewrite portions of history and the roles of its players
Passions
Identity and identification processes. The possibilities of the mind to create a self
Secrets
N/A

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combat

Actions

-

Factions

Identity Traders

Role:

The Bureau of Population Control

Role:

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