

## GLEM THE DURABLE SHILL

Middle Aged Half-  
Halfling/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)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Disguise; Persuasion;  
Forgery Kit  
**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

-

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### 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 -

2500 x 3235

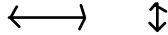


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## ROLEPLAYING

### 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 &  
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

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TODO Condition  
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## BACK STORY

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