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glem the durable shill

2500 x 3235
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Image Dummy

Glem The Durable Shill

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middle aged adult half-halfling/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

11 (+1)

DEX

18 (+4)

CON

11 (+1)

INT

17 (+4)

WIS

12 (+1)

CHA

17 (+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 creater", "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 half damage if you fail" }], "Soulknife Abilities" => [{ "Psionic Talents" => [{ "Description" => "You can use your Psionic Talent die in the following ways - Psionic Talent Die is d8", "Psi-Bolstered Knack" => "if you fail an ability check using a skill or tool with which you have proficiency, you can roll your Psionic Talent die and add the number rolled to the check, potentially turning failure into success", "Psychic Whisper" => "As an action, you give yourself and at least one other creature the ability to speak telepathically with each other. When you do so, roll your Psionic Talent die, and choose creatures you can see, up to a

number of creatures equal to the number rolled. For 1 hour, the chosen creatures can speak telepathically with you, and you can speak telepathically with them", "Psi Replenishment"=>"As a bonus action, you can calm your mind for a moment and restore your Psionic Talent die to its starting size. You then can't use Psi Replenishment again until you finish a long rest", "Psychic Blades"=>"You can manifest your psionic power as shimmering blades of psychic energy. When you are about to make a melee or ranged weapon attack against a creature, you can manifest a psychic blade from your free hand and make the attack with that blade. This magic blade is a simple melee weapon with the finesse and thrown properties. It has a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to 1d6 plus the ability modifier you used for the attack roll. The blade vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage. After you attack with the blade, you can make a melee or ranged weapon attack with a second psychic blade as a bonus action on the same turn, provided your other hand is free to create it. The damage die of this bonus attack is 1d4, instead of 1d6.", "Soul Blades"=>[{"Description"=>"Your Psychic Blades are now an expression of your psi-suffused soul, giving you finer control over them in the following ways", "Homing Strikes"=>"If you make an attack roll with your Psychic Blades and miss the target, you can roll your Psionic Talent die and add the number rolled to the attack roll. If this causes the attack to hit, your Psionic Talent die decreases by one die size, regardless of the number rolled", "Psychic Teleportation"=>"If your Psionic Talent die is available, you can hurl your Psychic Blades to magically transport yourself to another location. As a bonus action, you manifest one of your Psychic Blades and throw it at an unoccupied space you can see, up to a number of feet away equal to 5 times the highest number on your Psionic Talent die. You then teleport to that space, the blade vanishes, and your Psionic Talent die decreases by one die size"}]]]]}

Proficiencies -

Proficiency Mod -

+4

Languages -

Common Thieves' Cant Halfling Dwarven

Adjectives -

Deft, Skilled,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Identity Traders

Role:

The Bureau of Population Control

Role:

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 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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Proficiencies -

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

Actions

-

Factions

Identity Traders

Role:

The Bureau of Population Control

Role:

Roleplaying



Introduction

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Motivations

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Passions

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Secrets

N/A

Background Story

The rise of empires has witnessed the mixing of races geographically and biologically. Hill Dwarves and Halflings have not only made peace but also engaged in mutually beneficial trade and craftsmanship. The villas of Jhandoo Marr - multiple settlements within the crags of the Eastern Fingers - are connected by various rope bridges and pulley trams. The populations of these villas combined the Halfling aptitude for creating fine clothes, textiles, and foods with Hill Dwarf expertise with gemology, metallurgy, and construction. Not only has this alliance produced goods of wondrous value to the region but also unique individuals with a new mix of talents that the Realms have not yet seen. The mixing of minds had generated a large population of peoples with psionic abilities. Growing up in this culturally rich and diverse environment, Glem's psionics grew quickly, as did his recognition of the evolution of personal identity as an avenue for personal gain. He was able to see into peoples' minds and personal identities and quickly gather the worth of identity to each individual, to each merchant, to the Bureau, and beyond. He thought to himself often, if the Bureau of Population Control can mete out fees and fines for not having proper documents to prove who you are and what blood flows through your veins, then any of us can jump in on that process and, say, sift off a few coins here and there. With the proper expertise, of course. And it wasn't long before he sought training from the local guild of Identity Traders; a faction dedicated to undermining the controls imposed by the Bureau. It was here that he perfected his skills at forgery, made connections within the community, and grew his notoriety as the 'go-to' for illegal documents required for trade, travel, and more.