

GLEM THE DURABLE SHILL

middle aged half-halfiling/half-dwarf
neutral good
Level 10 rogue

Pronouns: he/him
Occupations:
Document Creator; Forge; Fencer
Armor Class 14
Hit Points 65 (TODO Hitdice)
Speed 40.

STR	DEX	CON	INT	WIS
11	16	11	17	12

CHA

17

Saving Throws
TODO Saving Throws
Skills
Disguise; Persuasion; Forgery
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO **Senses**
Languages
Common Thieves' Cant Halfiling
Dwarven ,
Adjectives ,

Special Abilities

- **Sneak attack, Cunning Action**
Uncanny Dodge, Evasion |
Psionic Power | Psi-Bolstered
Knack | Psychic Whispers | S
Blades

Special Equipment

- {"Gloves of Fast Draw - can teleport any item on your person to your hand. Attunement may be necessary. Grip the items you want to fast draw. Hold them the way you want them to appear in your hand and say the command word 'remember'. Any time after an item has been attuned it can be reflexively teleported to your hand. Note"=>"The item must be on your person for this to work."}
- **Contraband Concealment Container** - When this item is created the creator selects a material (spice, coin or any other mundane material) and a command word. The container has a seemingly endless source of whatever mundane object is selected, though it deteriorates from existence within a day of being removed from the container. When the command word is spoken and the container is opened, it reveals completely different contents. Stored in an extraplanar space, the

2500 x 3235
Image Dummy

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Languages
Common Thieves' Cant
Dwarven ,
Adjectives ,

Special Abilities

- Sneak attack, Cunning Action, Uncanny Dodge, Evade, Psionic Power | Psi-Knack | Psychic Whispers, Soul Blades

Special Equipment

- "Gloves of Fast Draw" allow you to teleport any item of your choice to your hand. Attunement may be necessary. Grip the hilt and you want to fast draw. In the way you want to appear in your hand the command word 'remember'. Any time an item has been a

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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

container may store any amount that would make sense for the size of the container, and then by shutting the container, the bag will store the contents away until the command word is spoken again.

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

Dagger | Off-hand Dagger.

Factions

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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 & ca. Whispers to self.

Motivations

Glem hopes to rewrite portions of history and the roles of players.

Passions

Identity and identification processes. The possibilities of the mind to create a self.

Secrets

can be reflexively to your hand. Note: item must be on you for this to work."}

- Contraband Concealment Container - When the container was created the creator stored any material (spice, coin, or other mundane material) in the container with a command word. The container has a seemingly endless source of value, though it deteriorates in existence within a container, being removed from the container. When the command word is spoken the container is opened and reveals completely its contents. Stored in extraplanar space, the container may store any amount that would make sense for the size of the container, and then by shutting the container, the bag will store the contents away until the command word is spoken again.

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BACKGROUND STORY

<p>The rise of empires has witnessed the mixing of races geographically and biologically. The 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 bridge and pulley trams. The population of these villas combined the Halfling aptitude for creating clothes, textiles, and foods with Hill Dwarf expertise with gemology, metallurgy, and construction.</p><p>Not only has this alliance produced goods of wondrous value to the region but also unique individuals with 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 tap into peoples' minds and perceive their identities and quickly gather the worth of identity to each individual, to each merchant, to the Bureau, and beyond.</p><p>He thought to himself often, "the Bureau of Population Control can mete out fees and fines for not having proper documents prove who you are and what 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.</p><p>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.</p>

PERSONALITY

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