



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

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

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combat

Actions

-

Factions

Identity Traders

Role:

The Bureau of Population Control

Role:

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