# GLEM THE DURABLE SHILL

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

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
 16
 11
 17
 12
 17

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

Proficiencies TODO

**Damage Immunities** TODO Damage Immunities **Condition Immunities** TODO Condition Immunities

Senses TODO Senses

Languages Common Thieves' Cant Halfling Dwarven ,

Adjectives ,

#### **Special Abilities**

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

CELL<sub>1</sub>

2500 x 3235



# Image Dummy

# 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. Wellkept 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 & Dockets & Shuffles through pockets & Dockets & Shuffles through pockets & Dockets & Dockets

# **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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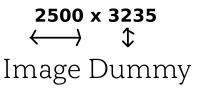
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CELL 2

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