



# GLEM THE DURABLE SHILL

Middle Aged Half-Halfing/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, Halfing, Dwarven,  
**Adjectives**

## 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

The Bureau of Population Control

2500 x 3235



Image Dummy

# ROLEPLAYING

## Introduction

A small but hearty figure slides through a market crowd towards you, flipping through documents while spying on 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 his 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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**Proficiencies** TODO

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

**Senses** TODO Senses  
**Languages** Common, Thieves' Cant, Halfing, 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

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# BACKGROUND STORY

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#### **Actions**

Dagger | Off-hand Dagger.

#### **Factions**

**Identity Traders**

**The Bureau of  
Population Control**