GLEM THE DURABLE SHILL

middle aged halfhalfiling/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

11 16 11 17 12 (+1) (+3) (+1) (+4) (+1)

CHA

17 (+4)

Saving Throws

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Saving Throws TODO Saving Thro **Skills** Disguise; Persuasion; Forger

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Thieves' Cant Halfling

Dwarven , Adjectives

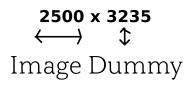
Special Abilities

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

Special Equipment

- {"Gloves of Fast Draw can teleport any item on your persor to your hand. Attunement may necessary. Grip the items you to fast draw. Hold them the wayou want them to appear in yohand and say the command wc 'remember'. Any time after an item has been attuned it can b reflexively teleported to your h Note"=>"The item must be on your person for this to work."}
- Contraband Concealment Conta
 When this item is created the creator selects a material (spic 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. We the command word is spoken a the container is opened, it reversely different contents.

IUUU Saving Inrows Disguise; Persuasion; Fc **Proficiencies Damage Immunities TODO Damage Immunit Condition Immunities TODO Condition Immuni** Senses TODO Senses Languages Common Thieves' Cant Dwarven . Adjectives ,



Stored in an extraplanar space container may store any amou that would make sense for the of the container, and then by shutting the container, the bag store the contents away until t command word is spoken again

Combat Tactics

Glem is quite courageous, but not foolhardy. He knows his limits. He v use his psionics to disorient oppone 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

ROLEPLAYING

Introduction

A small but hearty figure slides through a market crowd toward you, flipping through document while spying your party.

Appearance

Under four feet tall. Rusty skin a short Caesar cut. Well-kept leathers. Multiple scroll cases adorn his person.

Expressions

"Can't be found when you're nobody in particular"; "How ma lives have you already lived?"; "Plain sight? Overrated."

Mannerisms

Obsessed with documents. Pinc the bridge of nose while thinkir Shuffles through pockets & amp cases. Whispers to self.

Motivations

Glem hopes to rewrite portions history and the roles of its play

Passions

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

Secrets

BACKGROUND STORY

The rise of empires has witness the mixing of races geographically a biologically. Hill Dwarves and Halflir have not only made peace but also engaged in mutually beneficial trad and craftsmanship. The villas of

Special Abilities

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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.

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2500 x 3235

Image Dummy

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Secrets



Jhandoo Marr - multiple settlements within the crags of the Eastern Fing - are connected by various rope bridges and pulley trams. The populations of these villas combined the Halfling aptitude for creating fin clothes, textiles, and foods with Hill Dwarf expertise with gemology, metallurgy, and construction. Not only has this alliance produ goods of wondrous value to the reg but also unique individuals with a ne mix of talents that the Realms have yet seen. The mixing of minds had generated a large population of peoples with psionic abilities. Growi 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 al to see into peoples' minds and personal identities and quickly gath the worth of identity to each individ to each merchant, to the Bureau, ar beyond. He thought to himself often, <i>if the Bureau of Population Control can mete out fee and fines for not having proper documents to prove who you are ar 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.</i> And it was long before he sought training from local guild of Identity Traders; a fact dedicated to undermining the contr imposed by the Bureau. It was here that he perfected his skills at forger made connections within the community, and grew his notoriety the 'go-to' for illegal documents required for trade, travel, and more

PERSONALITY