

GLEM THE  
DURABLE  
SHILL

*middle aged half-  
halfiling/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

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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 Halfiling  
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 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 (spic 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.

2500 x 3235  
Image Dummy

TODO Saving Throws  
**Skills**  
Disguise; Persuasion; Fe  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunit  
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Container - When th  
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mundane object is  
though it deteriorat  
existence within a c  
being removed fro  
container. When th  
command word is s  
the container is opene  
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.

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. 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 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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### Factions

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## BACKGROUND STORY

<p>The rise of empires has witness the mixing of races geographically and biologically. Hill Dwarves and Halflings have not only made peace but also engaged in mutually beneficial trade and craftsmanship. The villas of

## Factions

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 fine clothes, textiles, and foods with Hill Dwarf expertise with gemology, metallurgy, and construction.

Not only has this alliance produced goods of wondrous value to the region but also unique individuals with a mix of talents that the Realms have 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 see into peoples' minds and personal identities and quickly gather the worth of identity to each individual to each merchant, to the Bureau, and beyond.

He thought to himself often, *if the Bureau of Population Control can mete out fees and fines for not having proper documents to prove who you are and 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.* And it was long before he sought training from a 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 forging made connections within the community, and grew his notoriety the 'go-to' for illegal documents required for trade, travel, and more

## PERSONALITY