

GLEM THE DURABLE SHILL

*middle aged half-halfling/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

CHA
17

Saving Throws
TODO Saving Throws
Skills
Disguise; Persuasion; Forgery
Proficiencies
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."}

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- 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

2500 x 3235

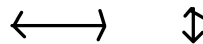


Image Dummy

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.

2500 x 3235

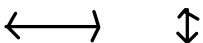


Image Dummy

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for this to work."}

- Contraband Concealment Container - When the creator created the container, it was made of a material (spice, coin, or other mundane material) and a command word. The container has a seal that is an endless source of value, though it deteriorates over time. The existence within a container is being removed from the container. When the command word is spoken, the container is opened and reveals completely its contents. Stored in extraplanar space, the container may store an amount that would not 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

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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Actions

Dagger | Off-hand Dagger.

Factions

ROLEPLAYING

Introduction

A small but hearty figure slings a satchel through a market crowd towards you, flipping through documents while spying your party.

Appearance

Under four feet tall. Rusty, worn, and short Caesar cut. Well-kept leathers. Multiple satchels and 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.

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