GLEM THE DURABLE SHILL

middle aged half-halfiling/halfdwarf neutral good Level 10 rogue

Pronouns: he/him
Occupations:
Document Creator; Forge; Fendarmor 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 TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Thieves' Cant Halfling
Dwarven,
Adjectives,

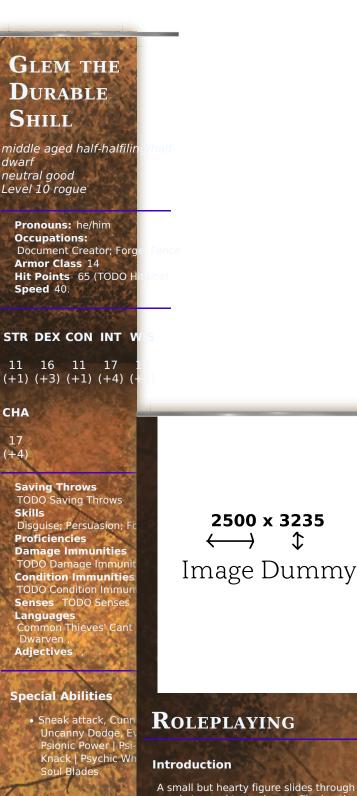
Special Abilities

Sneak attack, Cunning Action
 Uncanny Dodge, Evasion |
 Psionic Power | Psi-Bolstere
 Knack | Psychic Whispers | States
 Blades

Special Equipmen

- {"Gloves of Fast Draw can teleport any item on your person to your hand.

 Attunement may be necessa Grip the items you want to fidraw. 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 atturit can be reflexively teleport 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) an
 command word. The contain
 has a seemingly endless
 source of whatever mundane
 object is selected, though it
 deteriorates from existence
 within a day of being remove
 from the container. When the



the container is opened, it reveals completely different contents. Stored in an extraplanar space, the container may store any amount that would make ser 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 no 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

ROLEPLAYING

Introduction

A small but hearty figure si through a market crowd towards you, flipping throu documents while spying yo party.

Appearance

Under four feet tall. Rusty and short Caesar cut. Well kept leathers. Multiple scr cases adorn his person.

Expressions

"Can't be found when you'r nobody in particular"; "How many lives have you alread lived?"; "Plain sight? Overrated."

Mannerisms

Cell3

Obsessed with documents. Pinches the bridge of nose while thinking. Shuffles through pockets & Whispers to self.

Motivations

Glem hopes to rewrite port of history and the roles of players.

Passions

Identity and identification processes. The possibilitie the mind to create a self.

Secrets

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BACKGROUND STORY

The rise of empires has witnessed the mixing of races geographically and biological Hill Dwarves and Halflings ha not only made peace but also engaged in mutually beneficia trade and craftsmanship. The villas of Jhandoo Marr - multir settlements within the crags the Eastern Fingers - are connected by various rope bri and pulley trams. The populat of these villas combined the Halfling aptitude for creating clothes, textiles, and foods w Hill Dwarf expertise with gemology, metallurgy, and construction.Not onl has this alliance produced go of wondrous value to the regi but also unique individuals wi new mix of talents that the Realms have not yet seen. Th mixing of minds had generate large population of peoples w psionic abilities. Growing up i this culturally rich and diverse environment, Glem's psionics grew quickly, as did his recognition of the evolution of personal identity as an avenu personal gain. He was able to into peoples' minds and perso identities and quickly gather worth of identity to each individual, to each merchant, the Bureau, and beyond. He thought to himself often, the Bureau of Population Concan mete out fees and fines fo not having proper documents prove who you are and what I flows through your veins, the 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 wasn't long before he sought training from the local guild of Identity Traders; a fa dedicated to undermining the controls imposed by the Bure It was here that he perfected skills at forgery, made connections within the community, and grew his notoriety as the 'go-to' for ille documents required for trade travel, and more.

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