

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
(+1)	(+3)	(+1)	(+4)	(+1)

CHA

17
(+4)

Saving Throws -
Skills -

Disguise; Persuasion;
Forgery Kit

Proficiencies -

Proficiency Mod - +4

Languages -

Common Thieves' Cant
Halfling 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

Role:

The Bureau of
Population Control

2500 x 3235

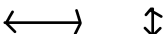


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ROLEPLAYING

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

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TODO Saving Throws

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Proficiencies - TODO

Damage Immunities -

TODO Damage Immunities

Condition Immunities -

TODO Condition

Immunities

Senses - TODO Senses

Languages -

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Special Equipment

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Identity and
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The possibilities of the
mind to create a self.

Secrets

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Population Control
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Secrets

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