

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 Saving Throws
Skills
Disguise; Persuasion; Forgery
Kit
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
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

The Bureau of Population Control

2500 x 3235

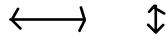


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ROLEPLAYING

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 to create a self.

Secrets

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BACK STORY

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He tho often, if the Population out fees an having prop prove who blood flows then any oi that proces few coins h the proper And it was sought trail guild of Ide faction ded undermin imposed by here that h at forgery, within the c grew his no for illegal d for trade, tr

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