

GLEM THE DURABLE SHILL

middle aged half-halfifiling/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

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Saving Throws TODO Saving Throws
Skills Disguise; Persuasion; Forgery Kit

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-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

2500 x 3235
Image Dummy

(+4)

Saving Throws

TODO Saving Throws

Skills

Disguise; Persuasion;
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Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition
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Senses TODO Senses

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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

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

Container - When this item
is created the creator
selects a material (spice,
coin or any other mundane
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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 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

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BACKGROUND
STORY

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Secrets

PERSONALITY