

Glem the Durable Shill

2500 x 3235
↔ ↕
Image Dummy

500 x 3235
→ ↕
Image Dummy

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 | CHA |
| 11 | 16 | 11 | 17 | 12 | 17 |
| (+1) | (+3) | (+1) | (+4) | (+1) | (+4) |

Saving Throws -
Skills - Disguise; Persuasion; Forgery Kit
Proficiencies -
Proficiency Mod - +4

Languages - Common Thieves' Cant Halfling Dwarven
Adjectives -

Special Abilities

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

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 -
Saving Throws -
Skills - Disguise; Persuasion; Forgery Kit
Proficiencies -

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
Role:

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

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

Role: