GLEM THE DURABLE SHILL

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

Pronouns: he/him Occupations: Document Creator; Forge; Fend Armor 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 Actio Uncanny Dodge, Evasion | Psionic Power | Psi-Bolstered Knack | Psychic Whispers | S Blades

Special Equipment

- {"Gloves of Fast Draw can teleport any item on your person to your hand.
 Attunement may be necessa Grip the items you want to fi 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 attun it can be reflexively teleport to your hand. Note"=>"The item must be on your persor 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 mundand object is selected, though it deteriorates from existence within a day of being remove from the container. When th command word is spoken an the container is opened, it reveals completely different contents. Stored in an extraplanar space, the container may store any

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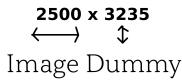
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2500 x 3235

Image Dummy

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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.

Evnressions

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

Mannerisms

Obsessed with documents. Pinches the bridge of nose while thinking. Shuffles through pockets & Dockets & D

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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Secrets

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. The 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 o 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 Con can 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 fev 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 fadedicated 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.

BACKGROUND STORY

PERSONALITY

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