

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

2500 x 3235

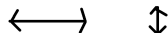


Image Dummy

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

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Secrets

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Secrets

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