

## 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)

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**Pronouns:** he/him  
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**Armor Class** 14  
**Hit Points** 65 (TODO Hitdice)  
**Speed** 40.

STR	DEX	CON	INT	WIS
11 (+1)	16 (+3)	11 (+1)	17 (+4)	12 (+1)

### CHA

17  
(+4)

**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

2500 x 3235  
↔ ↓  
Image Dummy

Speed 40.

STR DEX CON INT WIS

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

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17  
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Saving Throws

TODO Saving Throws

Skills

Disguise; Persuasion;  
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Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition  
Immunities

**Senses** TODO Senses

Languages

Common Thieves' Cant  
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Note"=>"The item  
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person for this to  
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- Contraband  
Concealment  
Container - When t  
item is created the  
creator selects a  
material (spice, coi  
or any other munda  
material) and a  
command word. Th  
container has a  
seemingly endless  
source of whatever  
mundane object is  
selected, though it

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

your hand. Note"=>"The  
item must be on your  
person for this to work."}

- Contraband Concealment  
Container - When this item  
is created the creator  
selects a material (spice,  
coin or any other mundane  
material) and a command  
word. The container has a  
seemingly endless source  
of whatever mundane  
object is selected, though  
it deteriorates from  
existence within a day of  
being removed 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 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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Cell3

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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.

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## BACKGROUND STORY

The rise of empires has witnessed the mixing of races geographically and biologically. Hill Dwarves and Halflings have not only made peace but also engaged in mutually beneficial trade and craftsmanship. The villas of Jhandoo Marr - multiple settlements within the crags of the Eastern Fingers - are connected by various rope bridges and pulley trams. The populations of these villas combined the Halfling aptitude for creating fine clothes, textiles, and foods with Hill Dwarf expertise with gemology, metallurgy, and construction.

Not only has this alliance produced goods of wondrous value to the region but also unique individuals with a new mix of talents that the Realms have not yet seen. The mixing of minds had generated a large population of peoples with psionic abilities. Growing up in this culturally rich and diverse environment, Glem's psionics grew quickly, as did his recognition of the evolution of personal identity as an avenue for personal gain. He was able to see into peoples' minds and personal identities and quickly gather the worth of identity to each individual, to each merchant, to the Bureau, and beyond.

He thought to himself often, *if the Bureau of Population Control can mete out fees and fines for not having proper documents to prove who you are and what blood flows through your veins, then any of us can jump in on that process and, say, sift off a few 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 faction

dedicated to undermining the controls imposed by the Bureau. It was here that he perfected his skills at forgery, made connections within the community, and grew his notoriety as the 'go-to' for illegal documents required for trade, travel, and more.</p>

## PERSONALITY

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