

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)
Speed 40.

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

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills
Disguise; Persuasion; Forgery
Kit
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common
Thieves' Cant Halfiling
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

• The Bureau of Population Control

2500 x 3235

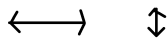


Image Dummy

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

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)
Speed 40.

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

CHA
17
(+4)

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

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common
Thieves' Cant Halfiling
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

The Bureau of Population Control

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

BACK STORY

The witness geographer Hill Dwarf not only engaged trade across the villages of the East, but also connect the bridges of the population, combine for creation of textiles, Dwarf metallurgy.

Not only produced gold value to the unique individual mix of talents, have not yet of minds had population of psionic abilities, this cultural environment grew quickly, recognition of personal identity for personal to see into personal identity, gather the wealth of each individual merchant, to beyond.

He thought often, if the Population Control fees and having proper blood flows, then any of that process few coins he the proper e. And it wasn't sought training of the guild of Identity faction dedicated to undermining imposed by here that he at forgery, not within the code grew his not for illegal do for trade, trade.

3235
↕
Dummy

Cell3