# GLEM THE DURABLE SHILL

middle aged halfhalfiling/half-dwarf neutral good Level 10 roque

Pronouns: he/him
Occupations:
Document Creator; Forge
Armor Class 14
Hit Points 65 (TODO Hit
Speed 40.

STR DEX CON INT W

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

CHA

1/ (+4)

**Saving Throws** 

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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 Thro **Skills** Disguise; Persuasion; Forger

**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 | Psio 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 necessary. Grip the items you to fast draw. Hold them the wayou want them to appear in you hand and say the command wo 'remember'. Any time after an item has been attuned it can be reflexively teleported to your house"=>"The item must be on your person for this to work."}
- Contraband Concealment Conta - When this item is created the creator selects a material (spic 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. We the command word is spoken at the container is opened, it reve completely different contents.

Skills
Disguise; Persuasion; For Proficiencies
Damage Immunities
TODO Damage Immunities
TODO Condition Immunities
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Senses TODO Senses
Languages
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#### Special Abilities

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#### **Special Equipment**

2500 x 3235

Image Dummy

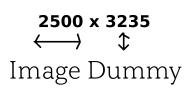
- {"Gloves of Fast Drateleport any item of person to your hand Attunement may be necessary. Grip the want to fast draw. If the way you want to appear in your hand the command word 'remember'. Any time an item has been a can be reflexively to your hand. Note item must be on your for this to work."}
- Contraband Concea Container - When t created the creator material (spice, co other mundane ma a command word. container has a see endless source of mundane object is though it deteriora existence within a being removed fro container. When th command word is the container is or reveals completely contents. Stored in extraplanar space, container may stor amount that would sense for the size o container, and ther shutting the contai bag will store the co away until the com word is spoken aga

#### **Combat Tactics**

Glem is quite courageous foolhardy. He knows his I will use his psionics to dis opponents in order to cal situation or make space to pressed, he will try negot before combat.

#### Actions

Dagger | Off-hand Dagge



### 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 Caesal 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 & hispers 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

Stored in an extraplanar space container may store any amou that would make sense for the of the container, and then by shutting the container, the bag store the contents away until t command word is spoken again

#### **Combat Tactics**

Glem is quite courageous, but not foolhardy. He knows his limits. He use his psionics to disorient oppone in order to calm a situation or mak space to flee. If pressed, he will try negotiating before combat.

#### Actions

Dagger | Off-hand Dagger.

**Factions** 

## **R**OLEPLAYING

#### Introduction

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Secrets

# BACKGROUND STORY

The rise of empires has witness the mixing of races geographically a biologically. Hill Dwarves and Halflir have not only made peace but also engaged in mutually beneficial trad and craftsmanship. The villas of



Jhandoo Marr - multiple settlements within the crags of the Eastern Fing - are connected by various rope bridges and pulley trams. The populations of these villas combined the Halfling aptitude for creating fin 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 reg but also unique individuals with a new mix of talents that the Realms have yet seen. The mixing of minds had generated a large population of peoples with psionic abilities. Growi 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 a to see into peoples' minds and personal identities and quickly gath the worth of identity to each individ to each merchant, to the Bureau, a beyond. He thought to himself often, <i>if the Bureau of Population Control can mete out fe and fines for not having proper documents to prove who you are ar what blood flows through your vein 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.</i> long before he sought training from local guild of Identity Traders; a fac dedicated to undermining the contr imposed by the Bureau. It was here that he perfected his skills at forger made connections within the community, and grew his notoriety the 'go-to' for illegal documents required for trade, travel, and more 

# PERSONALITY