



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

-

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

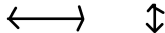


Image Dummy

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

-

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

BACKSTORY

The witness of a geographical biological Halfling peace mutual craftsman Jhando settlement of the connected bridge popular combination aptitude clothes with H gemstone construction

Not on produced g value to the unique individual have not yet of minds his large population with psionics up in this diverse environment psionics gr his recognition evolution of as an average gain. He witnesses peoples' many identities as the worth of individual, to the Bureau

He thought often, if the Population out fees are having proven prove who blood flows veins, then jump in on say, sift off and there. expertise, wasn't long training from Identity Traders dedicated to controls in the Bureau. It was perfected in made connections community notoriety a illegal document trade, travel

3235
↓
Dummy

Cell3