



# 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.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>
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

-  
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## 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**

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## Proficiencies

TODO

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**Condition Immunities**  
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**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 of the mind to create a self.

## Secrets

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# BACKGROUND STORY

The rise of empires has witnessed the mixing of races geographically and biologically. Hill Dwarves and Halfings have not only made peace but also engaged in mutually beneficial trade and craftsmanship. The villas of Jhadoo 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 Halfing 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.

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