

2500 x 3235
Image Dummy

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 DEX CON INT WIS
11 () 16 11 17 12

CHA
17

Saving Throws
TODO Saving Throws
Skills
Disguise; Persuasion; Forgery
Proficiencies
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 your hand. Note="=>"The
item must be on your person
for this to work."

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.

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 DEX CON INT WIS
11 16 11 17 12

CHA
17

Saving Throws
TODO Saving Throws
Skills
Disguise; Persuasion; Forgery
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 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

can be reflexively t
to your hand. Note
item must be on yo
for this to work."}

- Contraband Concealment Container - When the container is created the creator can store any other mundane material (spice, coin, etc.) in the container. The container has a seal that is an endless source of vitality. Though it deteriorates in existence within a container, it is not being removed from the container. When the command word is spoken the container is opened and reveals completely its contents. Stored in extraplanar space, the container may store an amount that would not 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

about 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

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

ROLEPLAYING

Introduction

A small but hearty figure slings himself through a market crowd towards you, flipping through documents while spying your party.

Appearance

Under four feet tall. Rusty leather and short Caesar cut. Well-kept leathers. Multiple scar 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

Cell3