

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 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

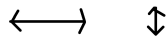


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ROLEPLAYING

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

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BACK STORY

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Not onl produced g value to the unique indi mix of taler have not ye of minds ha population psionic abil this cultura environmer grew quickl recognition personal id for persona to see into personal id gather the each individ merchant, f beyond.
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