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### 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	CHA
11	16	11	17	12	17
(+1)	(+3)	(+1)	(+4)	(+1)	(+4)

**Saving Throws** -  
**Skills** - Disguise; Persuasion; Forgery Kit  
**Proficiencies** -  
**Proficiency Mod** - +4

**Languages** - Common Thieves' Cant Halfing 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**  
Role:  
**The Bureau of Population Control**  
Role:

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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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