

## 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
(+1)	(+3)	(+1)	(+4)	(+1)

**CHA**  
17  
(+4)

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

**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** -

2500 x 3235

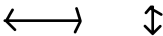


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## ROLEPLAYING

### 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

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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**  
- -

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The possibilities of the  
mind to create a self.

### Secrets

## BACKG STORY

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Population Control -

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**Secrets**

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Population Control

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