GLEM THE DURABLE SHILL

middle aged half-halfiling/half-dwarf neutral good Level 10 roque

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

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

 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 container, the bag will store the contents away until the command word is spoken again.

Combat Tactics

Glem is quite courageous, but not foolhardy.

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CELL 2

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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. 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 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 & Dockets & Whispers to self.

Motivations

Glem hopes to rewrite portions of history and the roles of its players.

Passions

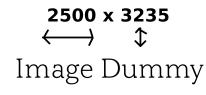
Identity and identification processes. The possibilities of the mind to create a self.

Secrets

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Bottom

Secrets