

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)

17 (+4)

x 3235

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Dummy

Saving Throws

TODO Saving Throws
Skills
Disguise; Persuasion; Forgery
Kit
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities

Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common
Thieves' Cant Halfling
Dwarven

Special Abilities

Adjectives

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

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 perso

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 & D

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 creat
a self.

Secrets

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BACKO STORY

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