

## 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

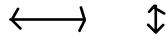


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## ROLEPLAYING

### 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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