GLEM THE DURABLE SHILL

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

Pronouns: he/him Occupations: Document Creator; Forge; Fend Armor Class 14 Hit Points 65 (TODO Hitdice) Speed 40.

STR DEX CON INT WIS 11 16 11 17 12

CHA 17

> Saving Throws TODO Saving Throws Skills Disguise; Persuasion; Forgery

Proficiencies TODO

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 Actio Uncanny Dodge, Evasion | Psionic Power | Psi-Bolstered Knack | Psychic Whispers | S Blades

Special Equipment

- {"Gloves of Fast Draw can teleport any item on your person to your hand.
 Attunement may be necessa Grip the items you want to fidraw. Hold them the way yowant them to appear in your hand and say the command word 'remember'. Any time after an item has been atturit can be reflexively teleport to your hand. Note"=>"The item must be on your persor 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 command word. The contain has a seemingly endless source of whatever mundane object is selected, though it deteriorates from existence within a day of being remove from the container. When th command word is spoken an the container is opened, it reveals completely different contents. Stored in an extraplanar space, the container may store any amount that would make ser for the size of the container, and then by shutting the

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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 c nose while thinking. Shuffles through pockets & amp; cases. Whispers to self.

Motivations

Glem hopes to rewrite portions of history and throles of its players.

Passions

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

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

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

Dagger | Off-hand Dagger.

Factions

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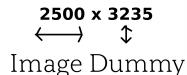
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Secrets

BACKGROUND STORY

The rise of empires has witnessed the mixing of races geographically and biologically. Dwarves and Halflings have not only made peace but also engagin mutually beneficial trade and craftsmanship. The villas of Jha Marr - multiple settlements with crags of the Fastern Finger.



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are connected by various rope bridges and pulley trams. The populations of these villas combined the Halfling aptitude creating fine clothes, textiles, a foods with Hill Dwarf expertise gemology, metallurgy, and construction.Not only this alliance produced goods of wondrous value to the region b also unique individuals with a n mix of talents that the Realms I not yet seen. The mixing of min had generated a large population peoples with psionic abilities. Growing up in this culturally ric and diverse environment, Glem psionics grew quickly, as did his recognition of the evolution of personal identity as an avenue personal gain. He was able to s into peoples' minds and person identities and quickly gather th worth of identity to each individ to each merchant, to the Burea and beyond. He though himself often, <i>if the Bureau Population Control can mete ou fees and fines for not having pr documents to prove who you ar and what blood flows through y veins, then any of us can jump i that process and, say, sift off a coins here and there. With the proper expertise, of course.</i> And it wasn't long before he so training from the local guild of **Identity Traders; a faction** dedicated to undermining the controls imposed by the Bureau was here that he perfected his at forgery, made connections w the community, and grew his notoriety as the 'go-to' for illeg documents required for trade, travel, and more.

Personality

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