



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 -

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The Bureau of Population Control

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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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BACKSTORY

The witness geographer Hill Dwarf not only engaged trade at the villas of settlement the East connect bridges populati combine for creat textiles, Dwarf metallur

Not only produced go value to the unique indiv mix of talent have not yet of minds had population o psionic abilit this culturall environmen grew quickly recognition i personal ide for personal to see into p personal ide gather the w each individ merchant, to beyond.

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