GLEM THE DURABLE SHILL

middle aged halfhalfiling/half-dwarf neutral good Level 10 rogue

Pronouns: he/him
Occupations:
Document Creator; Forge;
Fence
Armor Class 14

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Hit Points
65 (TODO Hitdice)
Speed 40.

STR DEX CON INT WIS

11 16 11 17 12 (+1) (+3) (+1) (+4) (+1)

CHA

17

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Speed 40.

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CHA

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> 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 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

(+4)

Saving Throws
TODO Saving Throws

Skills

Disguise; Persuasion; Forgery Kit

Proficiencies

Damage Immunities

TODO Damage Immunit Condition Immunities TODO Condition Immunities

Senses TODO Senses Languages

Common Thieves' Cant Halfling Dwarven , **Adjectives** ,

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2500 x 3235

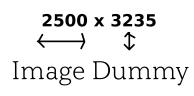
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Contraband

Concealment Container - When tl item is created the creator selects a material (spice, coi or any other munda material) and a command word. Th 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



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 Caesal 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 & amp; 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

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. 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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BACKGROUND STORY

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Secrets

Personality