



GLEM THE DURABLE SHILL

Middle Aged Half-Halfling/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

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Special Equipment

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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

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Factions

Identity Traders

The Bureau of Population Control

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

A small but hearty figure slides through a market crowd towards you, flipping through documents while spying on 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 his 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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Proficiencies TODO

Damage Immunities
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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 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

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BACKGROUND STORY

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Actions

Dagger | Off-hand Dagger.

Factions

Identity Traders

**The Bureau of
Population Control**