

## 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 - Skills** -

Disguise; Persuasion; Forgery Kit

**Proficiencies** -

**Proficiency Mod** - +4

**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**

Role:

The Bureau of

2500 x 3235

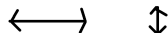


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## ROLEPLAYING

### 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

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### Secrets

## BACKG STORY

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**Population Control**  
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**Secrets**

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