

Age: late tween years
Race: drow
Pronouns: they/them
Occupation:

- Thieves' guild professor, security consultant

Class: thief
Level: 10
Alignment: chaotic good
Languages:

- Human
- elvish
- dwarvish
- orcish

Factions:

- [Local Thieves' Guild](#)

Adjectives:

- Wacky

Armour Class: 14
Hit Points: 45
Speed: 30

STR 10	DEX 18	CON 10	INT 15	WIS 13	CHA 15
Saving Throws TODO Saving Throws					

Role-Playing

Improv

Introduction: A shadow eyes you, twirling purple hair between fingers, a small metal file rotating between fingers in the other hand.
Appearance: Purple hair; rose-hued smock over tatami armour. Two dark flecks on each cheek. Soft, steady eyes.
Expressions: "Honk!"; "Are you my new gaggle?"; "Shift security left"; "Anyone can learn to be a goose."
Mannerisms: Cocks head to one side; fingers always dancing. When seated, taps ~~their feet in strange, polyrhythmic cadences~~

Acting

Motivations: Driven to discover the most innovative means of maintaining security for patrons. always searches for the holes in defensive strategies or even lores and stories.
Passions: Coalwater loves teaching lockpicking to ethical thieves ("geese"); study new lock and crypto designs for fun.
Secrets:
Vulnerabilities: Coalwater's patience is not valued by some wealthy patrons, who feel security takes too long and costs too much.

Special Abilities: Darkness | Fast Hands | Uncanny Dodge | Evasion | Faerie Fire
Attacks: Shortsword | Dagger
Combat Tactics: Coalwater will often duck out of direct confrontation and find better leverage on his enemies from the shadows or higher ground. It often uses their natural Drow abilities of *faerie fire* and *darkness* to manipulate the vision of combatants.
Special Equipment:

- A chess set with black farmers and white geese as pieces; a Kubernetic file
- used for cutting open Pods.

Story

↳ Hunted for transgressions against the Preistesses of Lollth [Any Drow Deity], Coalwater's family fled the Underdark and largely dispersed among the denizens of the Upperworld with the hope that they would remain out of the purview of their vicious condemners. Consequently, Coalwater was raised among the many

races but conditioned to remain largely out of sight. Their family was constantly plagued with the anxiety of being found or sold out and, as such, spent a great deal of energy ensuring that their homesteads and places of business were non-descript and secure from prying eyes. Coalwater picked up on the many innovative techniques that their family would use to secure themselves from potential intrusions.

As they matured, Coalwater would occasionally wander the market freely yet subtly, spying for goods or peoples who might help them better secure their homestead. It was during one of these outings that they connected with a few roughshod members of the local Thieves' Guild. Quickly becoming friends over conversations about locks and tools, these three youth began to investigate means of overcoming the security of local businesses and magistrates. Calling it 'troubleshooting', they would often come into conflict with the local guards and militia. It was during these brief skirmishes that the three youth decided they would take it upon themselves to contract their skills and knowledge to the local elite with the slogan, 'Three Geese that will honk yer horn - If we can blow it, it need be reborn'.

Author notes for the artist:

- Coalwater is definitely a THEY / THEM, not a he / him (nor a she / her).
- Inspired by an amazing software developer, Ian Coldwater.