# COALWATER

late tween years drow chaotic good Level 10 thief

Pronouns: they/them

**Occupations:** 

Thieves' guild professor, security consultant

**Armor Class 14** 

Hit Points 45 (TODO Hitdice)

Speed 30.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 10 ()
 18
 10
 15
 13
 15

**Saving Throws** TODO Saving Throws **Skills** 

#### **Proficiencies**

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses

**Languages** Human elvish dwarvish orcish , **Adjectives** Wacky ,

## **Special Abilities**

Darkness | Fast Hands | Uncanny Dodge | Evasion | Faerie Fire

## **Special Equipment**

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

#### **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 <i>faerie fire</i> and <i>darkness</i> to manipulate the vision of combatants.

# Actions

Shortsword | Dagger

### **Factions**



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> Saving Throws TODO Saving Throws Skills

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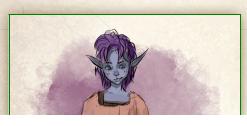
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# ROLEPLAYING

### 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.

## **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



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