



## 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** 10 **DEX** 18 **CON** 10 **INT** 15 **WIS** 13

**CHA**  
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  
**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 Kuberetic 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 (darkness, faerie fire, and evasion) to manipulate the vision of combatants.

## 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 armor. 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.

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### Actions

Shortsword | Dagger

### Factions

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Passions

Coalwater loves teaching lockpicking to ethical thieves ("geese"); study new lock and crypto designs for fun.

Secrets

Cell3

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