

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
10	18	10	15	13

CHA

15

Saving Throws

TODO Saving Throws

Skills

Proficiencies TODO

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 farm animals 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 *faerie fire* and *darkness* to manipulate the vision of combatants.

Actions

Shortsword | Dagger

Factions

ROLEPLAYING

Introduction

A shadow eyes you, twirling purple hair between fingers, a small metal file rotating between fingers in the other hand.



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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

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Mannerisms

Cocks head to one side; fingers always dancing. When searching, 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

- A chess set with black and white pieces; a Kuber net
- used for cutting open

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Secrets

BACKGROUND STORY

<p>Hunted for transgressions against the Preistesses of Lol [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 viscious condemners. Consequently, Coalwater was raised among the many races conditioned to remain largely of sight. Their family was constantly plagued with the anxiety of being found or sold 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 most innovative techniques that the family would use to secure themselves from potential intrusions.</p><p>As they matured, Coalwater would occasionally wander the market freely yet subtly, spying for groups 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 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 young decided they would take it upon themselves to contract their skills and knowledge to the local elite with the slogan, 'Three Geese will honk yer horn - If we can't fix it, it need be reborn'.</p>

PERSONALITY

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