

CELL ONE

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 H
Speed 30.

STR DEX CON INT V
10 () 18 10 15 1

CHA
15

Saving Throws
TODO Saving Throws
Skills
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages
Human elvish dwarvish
Adjectives Wacky ,

Special Abilities

- Darkness | Fast Har
Uncanny Dodge | E

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



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 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



<div><div>Faerie Fire</div><div><div>Special Equipment</div><div><ul style="list-style-type: none">A chess set with black and white pieces; a Kuber net used for cutting open</div><div><div>Combat Tactics</div><div>Coalwater will often duck to avoid direct confrontation and use his better leverage on his enemies from the shadows or high ground. It often uses their natural Drow abilities of <i>faerie fire</i> and <i>darkness</i> to manipulate the vision of combatants.</div><div><div>Actions</div><div>Shortsword Dagger</div></div><div><div>Factions</div></div></div></div></div>	<div><div>"Honk!"; "Are you my new gaggle?"; "Shift security left"; "Anyone can learn to be a goose."</div><div><div>Mannerisms</div><div>Cocks head to one side; fingers always dancing. When seated, taps their feet in strange, polyrhythmic cadences.</div></div><div><div>Motivations</div><div>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.</div></div><div><div>Passions</div><div>Coalwater loves teaching lockpicking to ethical thieves ("geese"); study new lock and crypto designs for fun.</div></div><div><div>Secrets</div></div></div>	<div><div></div></div>
		<div><div>Cell3</div></div> <div><div><div>ROLEPLAYING</div><div><div>Introduction</div><div>A shadow eyes you, twirling purple hair between fingers, a small metal file rotating between fingers in the other hand.</div></div><div><div>Appearance</div><div>Purple hair; rose-hued smock over tatami armour. Two dark flecks on each cheek. Soft, steady eyes.</div></div><div><div>Expressions</div><div>"Honk!"; "Are you my new gaggle?"; "Shift security left"; "Anyone can learn to be a goose."</div></div><div><div>Mannerisms</div><div>Cocks head to one side; fingers always dancing. When seated, taps their feet in strange, polyrhythmic cadences.</div></div><div><div>Motivations</div><div>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.</div></div><div><div>Passions</div><div>Coalwater loves teaching lockpicking to ethical thieves ("geese"); study new lock and crypto designs for fun.</div></div><div><div>Secrets</div></div></div></div>