



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
(+0)	(+4)	(+0)	(+3)	(+2)

CHA
15
(+3)



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

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Saving Throws
TODO Saving Throws
Skills 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

-

Special Equipment

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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

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BACK STORY

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Combat Tactics

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Actions

—

Factions

Local Thieves' Guild

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lores and stories.

Passions

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

Secrets

fire and darkness to manipulate the vision of combatants.

Actions

1

Factions

Local Thieves' Guild

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Secrets

As they Coalwater wander the subtly, spyy peoples who better security. It was during outings that with a few of the local. Quickly becoming conversant with the tools, these to investigate overcoming local business magistrate: 'troublesome often come the local government was during skirmishes decided the upon them: their skills; the local elite. 'Three Gee: horn - If we be reborn'.