

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 finger small metal file rotating



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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

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Motivations

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Passions

Coalwater loves teaching
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Secrets

Special Equipment

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Shortsword | Dagger

Factions

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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 vicious 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 markets 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 young 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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