



Coalwater

## 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	CHA
10	18	10	15	13	15
(+0)	(+4)	(+0)	(+3)	(+2)	(+3)

**Saving Throws** -  
**Skills** -  
**Proficiencies** -  
**Proficiency Mod** - +4

**Languages** - Human elvish dwarvish orcish  
**Adjectives** - Wacky,

**Special Abilities** -  
**Special Equipment** -  
**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** -

**Factions**  
**Local Thieves' Guild**  
Role:



## 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 lores and stories.

### Passions

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

### Secrets

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