



# 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)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Human, elvish,  
dwarvish, orclish,  
**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

Local Thieves' Guild



# ROLEPLAYING

## Introduction

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

## Appearance

Purple hair; rose-hued smock over t  
armour. Two dark flecks on each che  
Soft, steady eyes.

## Expressions

"Honk!"; "Are you my new gaggle?";  
"Shift security left"; "Anyone can lea  
be a goose."

## Mannerisms

Cocks head to one side; fingers alwa  
dancing. When seated, taps their fee  
strange, polyrhythmic cadences.

## Motivations

Driven to discover the most innovati  
means of maintaining security for  
patrons. always searches for the hol  
defensive strategies or even lores a  
stories.

## Passions

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

## Secrets

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TODO Saving Throws  
**Skills** **Skills**  
**Proficiencies** TODO  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
**Languages** Human, elvish,  
dwarvish, orclish,  
**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

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out of direct confrontation  
and find better leverage on  
his enemies from the  
shadows or higher ground.  
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Drow abilities of <i>faerie  
fire</i> and  
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manipulate the vision of  
combatants.

## Actions

Shortsword | Dagger

## Factions

Local Thieves' Guild

# 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.

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innovative means of  
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strategies or even lores and  
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lockpicking to ethical  
thieves ("geese"); study  
new lock and crypto designs  
for fun.

## Secrets

# BACKGROUND STORY

<p>Hunted for  
transgressions against the  
Preistesses of Lollth (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 but conditioned to  
remain largely out of sight.  
Their family was constantly  
plagued with the anxiety of  
being found or sold out 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 many  
innovative techniques that  
their 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 goods 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 youth  
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  
youth decided they would  
take it upon themselves to  
contract their skills and  
knowledge to the local elite  
with the slogan, 'Three  
Geese that will honk yer  
horn - If we can blow it, it  
need be reborn'.</p>