

# 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)

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, 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 <!>faerie fire</ii>
darkness</ii>
manipulate the vision of combatants.

### **Actions**

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 to 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 alwadancing. When seated, taps their feestrange, 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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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 Darkness | Fast Hands | Uncanny Dodge | Evasion | Faerie

**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 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."

## Cell3 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

BACKGROUND STORY