

## 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 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* and *darkness* to manipulate the vision of combatants.

### Actions

-

### 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.

### 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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## BACKSTORY

Hunted for years against the Lolth [Ancient] Coalwater Underdark dispersed denizens. Upperworld that they out of the viscous clouds. Consequently was raised many racial conditions largely out of family was plagued with of being found and, as such, great deal ensuring the homestead business. A descript a prying eye picked up innovative their families secure the potential.

As they near Coalwater occasional market for spying for peoples. them bet homestead one of the they confronted the local. Quickly brought over comlocks and three young investigation overcame local business. 'troublesome' would often conflict with guards and during the skirmishes youth decided to take it up. contract knowledge elite with 'Three Geese' honk yer blow it, it