## **COALWATER**

late tween years drow chaotic good Level 10 thief

Pronouns: they/them Occupations: Thieves' guild professor, secur

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 farme 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 bett leverage on his enemies from the shadows or higher ground. It ofte uses their natural Drow abilities (<i>faerie fire</i> and <i>darkness</i> 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 between fingers in the oth hand.

## **Appearance**

Purple hair; rose-hued smo



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# Factions



# 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.

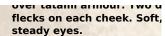
#### Motivations

Driven to discover the most innovative means c maintaining security for patrons. always search for the holes in defensive strategies or even lonand stories.

### **Passions**

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

## Secrets



### **Expressions**

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# BACKGROUND STORY

Hunted for transgressions

against the Preistesses of Lolltl [Any Drow Deity], Coalwater's family fled the Underdark and largely dispersed among the denizens of the Upperworld wit hope that they would remain ou the purview of their viscious condemners. Consequently, Coalwater was raised among th many races but conditioned to remain largely out of sight. The family was constantly plaqued v the anxiety of being found or so out and, as such, spent a great of energy ensuring that their homesteads and places of busir were non-descript and secure for prying eyes. Coalwater picked ι the many innovative techniques that their family would use to secure themselves from potenti intrusions.As they matured, Coalwater would occasionally wander the market freely yet subtly, spying for god or peoples who might help then better secure their homestead. was during one of these outing: that they connected with a few roughshod members of the loca Thieves' Guild. Quickly becomin friends over conversations abou locks and tools, these three you began to investigate means of overcoming the security of loca businesses and magistrates. Ca it 'troubleshooting', they would often come into conflict with th local guards and militia. It was





during these brief skirmishes the three youth decided they we take it upon themselves to contitheir skills and knowledge to the local elite with the slogan, 'Three Geese that will honk yer horn can blow it, it need be reborn'.

# **Personality**

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