



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)



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 everyone, always searching for the

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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

-

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

BACKSTORY

Cell3

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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

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Actions

-

Factions

Local Thieves' Guild

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Passions

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

Secrets

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Actions

-

Factions

Local Thieves' Guild

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Secrets

intrusion.
As they wander the streets, Coalwater winks at the better security of the local Thieves' Guild. Quickly becoming a conversation tool, these tools, these investigations, overcoming local business magistrates, 'troubleshooter' often come in the local guard was during the skirmishes they decided they upon themselves their skills at the local elite 'Three Geese' horn - If we are reborn'.