

# 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 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 farm  
and white geese as pieces;  
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 natu  
Drow abilities of <i>faerie fire</i>  
and <i>darkness</i> to  
manipulate the vision of  
combatants.

Actions

Shortsword | Dagger

Factions

## ROLEPLAYING

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# 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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# BACKGROUND STORY

**<p>Hunted for transgressions against the Preistesses of Lolth [Any Drow Deity], Coalwater's family fled the Underdark and largely dispersed among the denizens of the Upperworld with hope that they would remain out the purview of their vicious 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 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 good or peoples who might help them better secure their homestead. I**



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 youths 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 contribute their skills and knowledge to the local elite with the slogan, 'Three Geese that will honk yer horn - If it can blow it, it need be reborn'.</p>
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