

CELL
ONE

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	CHA
10 ()	18	10	15	13	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 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



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

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	CHA
10	18	10	15	13	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 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



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

bottom stats 2