



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

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

Local Thieves' Guild



ROLEPLAYING

Introduction

A shadow eyes you, twirling purple
between fingers, a small metal file
rotating between fingers in the othe
hand.

Appearance

Purple hair; rose-hued smock over t
armour. Two dark flecks on each che
Soft, steady eyes.

Expressions

"Honk!"; "Are you my new gaggle?";
"Shift security left"; "Anyone can lea
be a goose."

Mannerisms

Cocks head to one side; fingers alwa
dancing. When seated, taps their fee
strange, polyrhythmic cadences.

Motivations

Driven to discover the most innovati
means of maintaining security for
patrons. always searches for the hol
defensive strategies or even lores a
stories.

Passions

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

Secrets

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dwarvish, orcish,
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Special Abilities Darkness
| Fast Hands | Uncanny
Dodge | Evasion | Faerie
Fire
Special Equipment A
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farmers and white geese as
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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

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

BACKGROUND STORY

<p>Hunted for
transgressions against the
Preistesses of Lollth (Any
Drow Deity), Coalwater's
family fled the Underdark
and largely dispersed
among the denizens of the
Upperworld with the hope
that they would remain out
of the purview of their
viscious 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 on 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 goods or peoples
who might help them 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 youth
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
contract their skills and
knowledge to the local elite
with the slogan, 'Three
Geese that will honk yer
horn - If we can blow it, it
need be reborn'.</p>