

COALWATER

late tween years drow
chaotic good

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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

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 farm animals 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 *faerie fire* and *darkness* to manipulate the vision of combatants.

Actions

Shortsword | Dagger

Factions

ROLEPLAYING

Introduction

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

Appearance

Purple hair; rose-hued smooth over tatami armour. Two d



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ROLEPLAYING

Introduction

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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 search
for the holes in defensive strategies or even lore
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 Lolli
[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 vicious
condemners. Consequently,
Coalwater was raised among th
many races but conditioned to
remain largely out of sight. The
family was constantly plagued
the anxiety of being found or se
out and, as such, spent a great
of energy ensuring that their
homesteads and places of busin
were non-descript and secure fr
prying eyes. Coalwater picked u
the many innovative techniques
that their family would use to
secure themselves from potenti
intrusions.</p><p>As they
matured, Coalwater would
occasionally wander the market
freely yet subtly, spying for goo
or peoples who might help the
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 th
the three youth decided they w
take it upon themselves to cont
their skills and knowledge to th
local elite with the slogan, 'Thre
Geese that will honk yer horn -
can blow it, it need be reborn'.

PERSONALITY

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