

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

-

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 Drow abilities of *faerie fire* and *darkness* to manipulate the vision of combatants.

Actions

-

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

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BACKSTORY

Human transgression. Priestess Drow Coalwater's family and lineage among the Uppervisors. That the of the previous vicious Consecration was raised. races but remain. Their father's plague being feared as such of energy. their home places. non-dead from picked. innovated their father's secure. potent.

As they Coalwater occasionally market free spying for who might secure their was during outings that with a few members of Thieves' Guild becoming conversational and tools, they began to in of overcoming of local business magistrates. 'troubleshooter' would offer conflict with guards and during these skirmishes youth decided to take it upon contract the knowledge with the slow Geese that horn - If we need be released.