

## 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
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10	18	10	15	13
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(+0)	(+4)	(+0)	(+3)	(+2)
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**CHA**

15

(+3)

**Saving Throws** -

**Skills** -

**Proficiencies** -

**Proficiency Mod** - +4

**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 <i>faerie fire</i> and <i>darkness</i> to manipulate the vision of combatants.

**Actions** -

**Factions**

**Local Thieves' Guild**

Role:



## 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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(+3)

**Saving Throws** -

TODO Saving Throws

**Skills** -

**Proficiencies** - TODO

**Damage Immunities** -

TODO Damage Immunities

**Condition Immunities** -

TODO Condition Immunities

**Senses** - TODO Senses

**Languages** -

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**Special Abilities** -

**Special Equipment**

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## BACKG STORY

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