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

CELL

ONE

• 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

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