



COALWATER

*late tween years drow
chaotic good
Level 10 thief*

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Pronouns: they/them

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Occupations:
Thieves' guild professor, security consultant
Armor Class 14
Hit Points 45 (TODO Hitdice)
Speed 30.

STRDEXCONINTWIS

1018101513
(+0)(+4)(+0)(+3)(+2)

CHA

15
(+3)

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
and white geese as pieces;
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 natu
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
small metal file rotating
between fingers in the other
hand.

Appearance



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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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BACKGROUND STORY

Hunted for transgressions against the Preistesses of Lolth [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 vicious condemners. Consequently, Coalwater was raised among the many races of the surface, conditioned to remain largely out of sight. Their family was constantly plagued with the anxiety of being found or sold 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 the family would use to secure themselves from potential intrusions.

As they matured, Coalwater would occasionally wander the markets 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 youths 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 youths decided they would take it upon themselves to contract their skills and knowledge to the local elite with the slogan, 'Three Geese will honk yer horn - If we can beat it, it need be reborn'.

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