



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 -
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 -



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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Adjectives - Wacky,

Special Abilities -
Special Equipment -
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BACKG STORY

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