coalwater

2500 x 3235

⟷ ↕

Image Dummy

Coalwater

adolescent Elf
Chaotic Good
Level 10 Rogue Thief

Pronouns -

they/them

Occupations -

Thieves' guild professor, security consultant

Armor Class -

14

Hit Points -

45 (TODO Hitdice)

Speed -

30.

STR

10 (+0)

DEX

18 (+4)

CON

10 (+0)

INT

15 (+3)

WIS

13 (+2)

CHA

15 (+3)

Saving Throws -

Skills -

{"Drow Abilities"=>[{"Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Trance"=>"Deasn't need to sleep, 4 hours meditation counts as a long rest", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness, Detect Magic, Dispel Magic and Levitate once per long rest with charisma as spellcasting ability", "Drow Weapons Training"=>"Proficient with rapiers, shortswords and hand crossbow"}], "Rogue Abilities"=> [{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Thief Abilities"=>[{"Fast Hands"=>"Can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action.", "Second-Story Work"=>"climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier", "Supreme Sneak"=>"has advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn."}]}

Proficiencies -

Proficiency Mod -

+4

Languages -

Common elvish dwarvish orcish

Adjectives -

Wacky, Knowledeable, Likealbe,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Local Thieves' Guild

Role: *Trainer and Consultant*

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

N/A

Coalwater

adolescent Elf
Chaotic Good
Level 10 Rogue Thief

Pronouns -

they/them

Occupations -

Thieves' guild professor, security consultant

Armor Class -

14

Hit Points -

45 (TODO Hitdice)

Speed -

30.

STR

10 (+0)

DEX

18 (+4)

CON

10 (+0)

INT

15 (+3)

WIS

13 (+2)

CHA

15 (+3)

Saving Throws -

Skills -

{"Drow Abilities"=>[{"Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Trance"=>"Deasn't need to sleep, 4 hours meditation counts as a long rest", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness, Detect Magic, Dispel Magic and Levitate once per long rest with charisma as spellcasting ability", "Drow Weapons Training"=>"Proficient with rapiers, shortswords and hand crossbow"}], "Rogue Abilities"=> [{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Thief Abilities"=>[{"Fast Hands"=>"Can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action.", "Second-Story Work"=>"climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier", "Supreme Sneak"=>"has advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn."}]]}

Proficiencies -

Languages -

Common elvish dwarvish orcish

Adjectives -

Wacky, Knowledeable, Likealbe,

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

Role: *Trainer and Consultant*

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

Background Story

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

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