Coalwater

# 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 | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 10 | 18 | 10 | 15 | 13 | 15 |
| (+0) | (+4) | (+0) | (+3) | (+2) | (+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

# 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

**Languages -** Common elvish dwarvish orcish
**Adjectives -** Wacky, Knowledeable, Likealbe,

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**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*

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　　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

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**Proficiencies -**


**Languages -**
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study
crypto de

**Secrets**
　N/A