



## 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** TODO Saving Throws  
**Skills**

## ROLEPLAYING



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**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 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 *faerie fire* and *darkness* to manipulate the vision of combatants.

### Actions

Shortsword | Dagger

### Factions

## ROLEPLAYING

### Introduction

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**Proficiencies**  
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Factions

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

<p>Hunted for transgressions againr the Preistesses of Lollth [Any Drow Deity], Coalwater's family fled the Underdark and largely dispersed among the denizens of the Upperw with the hope that they would rema out of the purview of their vicious condemners. Consequently, Coalwa was raised among the many races b conditioned to remain largely out of sight. Their family was constantly plagued with the anxiety of being found or sold out and, as such, sper great deal of energy ensuring that t homesteads and places of business were non-descript and secure from prying eyes. Coalwater picked up or the many innovative techniques tha their family would use to secure themselves from potential intrusion </p><p>As they matured, Coalwat would occasionally wander the marl freely yet subtly, spying for goods c peoples who might help them bette secure their homestead. It was duri 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 investig means of overcoming the security c local businesses and magistrates. Calling it 'troubleshooting', they wo often come into conflict with the loc guards and militia. It was during the brief skirmishes that the three yout decided they would take it upon themselves to contract their skills a knowledae to the local elite with the

slogan, 'Three Geese that will honk  
horn - If we can blow it, it need be  
reborn'.</p>

## PERSONALITY

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