



## 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** 10 (**DEX** 18 **CON** 10 **INT** 15 **VIS** 13)

**CHA**  
15

**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 orcsish  
**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 Kuberetic 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 (



## 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

## 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** 10 (**DEX** 18 **CON** 10 **INT** 15 **WIS** 13)

**CHA**  
15

**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 orcsish  
**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 Kuberetic 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 ( <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, 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.

shadows of higher ground  
uses their natural Drow a  
<i>faerie fire</i> and  
<i>darkness</i> to mar  
the vision of combatants

### **Actions**

Shortsword | Dagger

### **Factions**

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**

over a small amount of  
flecks on each cheek. Soft,  
steady eyes.

### **Expressions**

"Honk!"; "Are you my new  
gaggle?"; "Shift security le  
"Anyone can learn to be a  
goose."

### **Mannerisms**

Cocks head to one side; fin  
always dancing. When sea  
taps their feet in strange,  
polyrhythmic cadences.

### **Motivations**

Driven to discover the mos  
innovative means of  
maintaining security for  
patrons. always searches f  
the holes in defensive  
strategies or even lores an  
stories.

### **Passions**

Coalwater loves teaching  
lockpicking to ethical thiev  
("geese"); study new lock  
crypto designs for fun.

### **Secrets**

Cell3