



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
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
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 and crypto designs for fun.

Secrets

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Actions

Shortsword | Dagger

Factions

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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 'troubles shooting', 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'.