



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 | CHA |
| 10 | 18 | 10 | 15 | 13 | 15 |
| (+0) | (+4) | (+0) | (+3) | (+2) | (+3) |

Saving Throws -
Skills -
Proficiencies -
Proficiency Mod - +4

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

Actions -

Factions
Local Thieves' Guild
Role:



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

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