

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
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

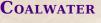
Coalwater will often duck out of direct confrontation and find better leverage on his enemies from the shadows or higher ground. It often uses their natural Drow abilities of <!>faerie fire</ii>
darkness</ii>
manipulate the vision of combatants.

Actions

Shortsword | Dagger

Factions

Local Thieves' Guild



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15 (+3)

ROLEPLAYING

A shadow eyes you, twirling purple

between fingers, a small metal file rotating between fingers in the other

Purple hair; rose-hued smock over to

armour. Two dark flecks on each che

"Honk!"; "Are you my new gaggle?"; "Shift security left"; "Anyone can lea

Cocks head to one side; fingers always

dancing. When seated, taps their feestrange, polyrhythmic cadences.

Driven to discover the most innovati

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defensive strategies or even lores ar

Coalwater loves teaching lockpicking

ethical thieves ("geese"); study new

and crypto designs for fun.

means of maintaining security for

Introduction

Appearance

Soft, steady eyes.

Expressions

be a goose."

Mannerisms

Motivations

Passions

Saving Throws
TODO Saving Throws
Skills Skills

Proficiencies TODO

Damage Immunities

TODO Damage Immunities
Condition Immunities
TODO Condition
Immunities
Senses TODO Senses
Languages Human, elvish,
dwarvish, orcish,

Special Abilities Darkness | Fast Hands | Uncanny | Dodge | Evasion | Faerie

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//i>
// and <i>darkness</i>
// to manipulate the vision of combatants.

Actions

Shortsword | Dagger

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

Cell3

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

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, Ouickly 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 'troubleshooting', 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'.