

## ABRINET OF DIRE DAWA

Late Tweens Drow  
Neutral Good  
Level 5 Rogue - Scout

**Pronouns:** she/her  
**Occupations:**  
Mail runner between  
Underdark towns  
**Armor Class** 14  
**Hit Points**  
30 (TODO Hitdice)  
**Speed**  
30 (50 with Steam Shoes).

STR	DEX	CON	INT	WIS
9 (0)	10 (+0)	17 (+4)	15 (+3)	15 (+3)

**CHA**  
18  
(+4)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Stealth; Disguise;  
Perception; Deception;  
Persuasion; Survival  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
**Languages** Drow duergar  
human  
**Adjectives** Nimble,

### Special Abilities

-

### Special Equipment

-  
-

### Combat Tactics

Abrinet will not hesitate to engage with hostile combatants, particularly if they are interfering with her 'running' messages with her colleagues.

### Actions

-

### Factions

North Woreda Mail  
Runners -



## ROLEPLAYING

### Introduction

A flash of black silk swishes past you, and you stumble. "Oh my gods, I am so sorry!" the dark elf turns and bows.

### Appearance

Expensive black silks wrapped tightly around her strong limbs; a short skirt of leather; mail bundles strapped to skirt.

### Expressions

"Hey you!"; (seizing clothes) "I LOVE this!"; "Crew love!"; (rolling eyes) "Oh my gods"; "Right?"

### Mannerisms

Laughs at everyting "Ah! Ah! Ah!"; attention focused on one correspondent at a time, except when dogs are present.

### Motivations

Everyone needs a torch to sparkle and shine in the dark; Riley focuses her light on everyone else. Leads run group.

### Passions

Abrinet is passionate about fashion, chalk sketching, her crew of runners, and ensuring communication among her people. She also loves dogs.

### Secrets

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Deception; Persuasion;  
Survival  
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## BACK STORY

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