

ABRINET OF DIRTY DAWA ("RILEY")

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 TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Drow duergar human
Adjectives Nimble ,

Special Abilities

- Uncanny Dodge | Skirmisher Cunning Action

Special Equipment

- Dog Vlad at home with her husband; Steam Shoes
- filled with coal and ignited to double movement for 1-4 hours.

Combat Tactics

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

Actions

Shortsword | Hand Crossbow

Factions

ROLEPLAYING

Introduction

2500 x 3235
Image Dummy

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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

Cell3

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BACKGROUND STORY

The Drow are a largely rejected race in the Realms. Numerous tribes have departed from traditional ways in hopes of achieving peace for themselves and between themselves and the denizens of the Upper World. The clans of Dire Dawa [Any Underdark Village] of North Woreda [Any Underdark Region] seek such noble ends. A self-appointed council of diplomats in this village have made it their goal to spread the word that the people of the Underdark are best set to survive and flourish with the cooperation of the other races of the Realms.

Since most magic is under strict control within most of the Underdark and thus messages and missives are difficult to convey, the peoples of Dire Dawa needed to rely on actual footwork to pass messages between and across the peoples of the Underdark who sought to escape the control of the few dark deities who had gained the majority of control in the region. They relied on 'runners' to bring messages back and forth. Abri was chosen as one of the few to play this revered position.

Although not the fittest or most able, it was her commitment to absolving the Underdark of ills that convinced her town council to appoint her as a 'runner'. She has yet to let them down, except for her more than occasional travels to the Upperworld.

PERSONALITY

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