

ABRINET OF
DIRE 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 Shoe

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| 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

2500 x 3235
↔ ↑

2500 x 3235
Image Dummy

STR

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DEX

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INT

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WIS

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CHA

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Saving Throws

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Proficiencies

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• Uncanny Dodge | Skirmisher | Cunning Action

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Actions

Shortsword | Hand Crossbow

Factions

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

CELL3

ROLEPLAYING

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BACKGROUND STORY

<p>The Drow are a largely rejected race in the Realms. Numeorus 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. </p>
<p>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 regions. They relied on 'runners' to bring messages back and forth. Abrinet was chosen as one of the few to play this revered position.</p><p>Although not the fittest or most able, it was her commitment to absolving the Underdark of its 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.</p>

PERSONALITY
