

ABRINET OF DIRE DAV
("RILEY")

late tweens drow
neutral good
Level 5 rogue - scout

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

STR	DEX	CON	INT	WIS
9	10	17	15	15

CHA
18

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 hum
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

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

Appearance

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husband: Steam Sh

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

Expressions

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

Mannerisms

Laughs at everything "Ah! Ah!"; attention focused on correspondent at a time, except when dogs are pres

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 dog

Secrets

2500 x 3235

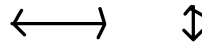


Image Dummy

2500 x 3235

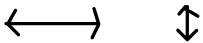


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BACKGROUND STORY

<p>The Drow are a largely rejected race in the Realms. Numerous tribes have departed from traditional ways in hope of achieving peace for themselves and between themselves and denizens of the Upper World. 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, thus messages and missives are difficult to convey, the people of Dire Dawa needed to rely on actual footwork to pass messages between and across the people of the Underdark who sought to escape the control of the few deities who had gained the majority of control in the region. 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 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

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