



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
Shoes).

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

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Actions

Shortsword | Hand Crossbow

Factions

North Woreda Mail
Runners

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

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

Appearance

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

Expressions

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

Mannerisms

Laughs at everyting "Ah! Ah! Ah!";
attention focused on one correspond
at a time, except when dogs are pre

Motivations

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

Passions

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

Secrets

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BACKGROUND
STORY

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.
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.
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.

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