

late tweens draw  
neutral good  
Level 5 rogue - scout

**Speed** 30 (50 with Steam Shoes).

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

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Image Dummy

**2500 x 3235**

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# Image Dummy

Skills

Stealth; Disguise; Perception; Deception; Persuasion;

Proficiencies

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses

TODO Senses

Languages

Drow duergar human ,

Adjectives

Nimble ,

Special Abilities

•

Uncanny Dodge | Skill Cunning Action

Special Equipment

•

Dog Vlad at home with husband; Steam Shield

•

filled with coal and double movement 1 hours.

Combat Tactics

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

Actions

Shortsword | Hand Crossbow

Factions

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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BACKGROUND STORY

<p>The Drow are a largely rejected race in the Realms. Numeorus tribes have departed from traditional ways, hopes of achieving peace for themselves and between themselves and the denizens of the Upper World. The clans of Dire Dawa [Any Underdark Region] seek such noble ends. A self-appointed council of diplomats in this village have made their goal to spread the word that the people of the Underdark are best served to survive and flourish with the cooperation of the other races of the Realms. </p><p>Since most magic is kept 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 capable, 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

