



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 (+0)	17 (+4)	15 (+3)	15 (+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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Special Equipment -

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Actions

Shortsword | Hand Crossbow

Factions

North Woreda Mail Runners

2500 x 3235
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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 tightly 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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