



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

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

North Woreda Mail Runners

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North Woreda Mail
Runners

2500 x 3235

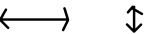


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ROLEPLAYING

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 tight
around her strong limbs; a short skirt
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

<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>