ABRINET OF DIRE DAWA

("RILEY")

late tweens drow neutral good Level 5 roque - scou

Pronouns: she/her **Occupations:**

Mail runner between Un towns

Armor Class 14 Hit Points 30 (TODO H Speed 30 (50 with Stea

STR DEX CON INT WIS

9 (0) 10 17 15 15 (+0) (+4) (+3) (+3)

CHA

18 (+4) ROLEPLAYING

Introduction

Saving Throws TODO Saving Throws Skills

A flach of black silk swiches past your and your

2500 x 3235

Image Dummy

 \updownarrow

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Saving Throws TODO Saving Thro

Stealth; Disguise; Perception; Deception; Persuasion; Survival

Proficiencies TODO

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 v hostile combatants, particularly if t are interfering with her 'running' messages with her colleagues.

Actions

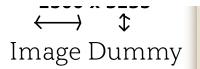
Shortsword | Hand Crossbow

Factions

ROLEPLAYING

Introduction

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



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Shortsword | Hand Crossbow

Factions

stumble. "Oh my gods, I am so 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 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

The Drow are a largely rejected race in the Realms. Numeorus tribe have departed from traditional way: hopes of achieving peace for themselves and between themselve and the denizens of the Upper Worl The clans of Dire Dawa [Any Underc Village] of North Woreda [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 se survive and flourish with the cooperation of the other races of th Realms. Since most magic 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 actual footwork to pass messages between and across the peoples of Underdark who sought to escape th control of the few dark deities who gained the majority of control in the regions. They relied on 'runners' to bring messages back and forth. Abr was chosen as one of the few to pla this revered position. Although not the fittest or most able, it was her commitment to absolving the Underdark of its ills th convinced her town council to appo her as a 'runner'. She has yet to let them down, except for her more tha occasional travels to the Upperworl

PERCONALITY

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