

# ABRINET OF DIRTY DAWA ("RILEY")

late teens 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 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 with hostile combatants, particularly if they are interfering with her 'running' messages with her colleagues.

Actions

Shortsword | Hand Crossbow

Factions

## ROLEPLAYING

Introduction

## Image Dummy

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### 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

## BACKGROUND STORY

<p>The Drow are a largely rejected race in the Realms. Numeorus tribes have departed from traditional ways in hopes 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 people of the Underdark who sought to escape the control of the few deities who had gained the majority of control in the region. 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 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

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