

ABRINET OF DIRE DAV
("RILEY")

late tweens drow
neutral good
Level 5 rogue - scout

Pronouns: she/her
Occupations:
Mail runner between Underdar
towns
Armor Class 14
Hit Points 30 (TODO Hitdice)
Speed 30 (50 with Steam Shoes)

STR	DEX	CON	INT	WIS
9	10	17	15	15

CHA

18

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 hum
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 engag
with hostile combatants,
particularly if they are interfering
with her 'running' messages with
her colleagues.

Actions

Shortsword | Hand Crossbow

Factions

ROLEPLAYING

Introduction

A flash of black silk swishe
past you, and you stumble
my gods, I am so sorry!" th
dark elf turns and bows.

Appearance

Secrets

Laughs at everything "Ah! Ah! Ah!"; attention focused on one correspondent at a time, except when dogs are present.

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 hope achieving peace for themselves and between themselves and denizens of the Upper World. clans of Dire Dawa [Any Underdark Village] of North Woreda [Any Underdark Region] seek such noble ends. A self-appointed council of diplomats this village have made it their goal to spread the word that the people of the Underdark are to be 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, thus messages and missives are difficult to convey, the people 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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