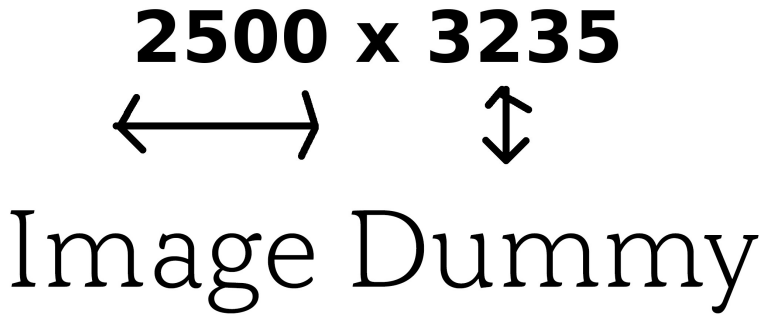
Previous Next

abrinet of dire dawa riley



Abrinet of Dire Dawa ('Riley')

young adult Elf
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

9 (0)

DEX

10 (+0)

CON

17 (+4)

INT

15 (+3)

WIS

15 (+3)

CHA

18 (+4)

Saving Throws -

Skills -

{"Drow Traits"=>[{"Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Trance"=>"Deasn't need to sleep, 4 hours meditation counts as a long rest", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness", "Drow Weapons Training"=>"Proficient with rapiers, shortswords and hand crossbow"}], "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Scout Abilities"=>[{"Skirmisher"=>"Can move half her speed as a reaction when an enemy ends a turn within 5 feet of her. this movement does not provoke an opportunity attack", "Survivalist"=>"Double proficiency bonus on Nature and Survival checks"}]}

Proficiencies -

Proficiency Mod -

+3

Languages -

Drow duergar Undercommon Thieve's Cant Common

Adjectives -

Nimble,

Special Abilities

Special Equipment

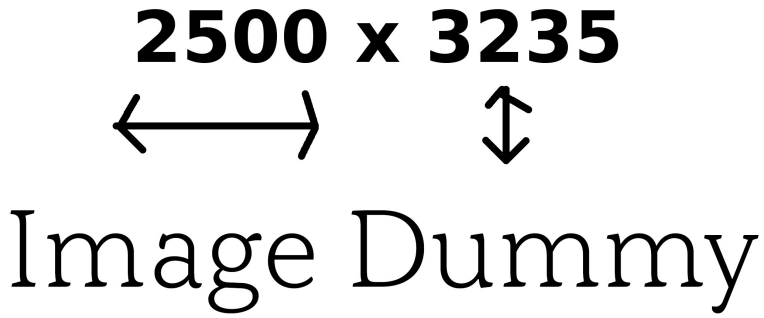
Combat Tactics

Actions

Factions

North Woreda Mail Runners

Role: *Scout/Messenger*



Roleplaying

Introduction

A flash of black silk swishes past you, and you 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

Sometimes she reads people's mail

Abrinet of Dire Dawa ('Riley')

young adult Elf
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

9 (0)

DEX

10 (+0)

CON

17 (+4)

INT

15 (+3)

WIS

15 (+3)

CHA

18 (+4)

Saving Throws -

Saving Throws -

Skills -

{"Drow Traits"=>[{"Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Trance"=>"Deasn't need to sleep, 4 hours meditation counts as a long rest", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness", "Drow Weapons Training"=>"Proficient with rapiers, shortswords and hand crossbow"}], "Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Scout Abilities"=>[{"Skirmisher"=>"Can move half her speed as a reaction when an enemy ends a turn within 5 feet of her. this movement does not provoke an opportunity attack", "Survivalist"=>"Double proficiency bonus on Nature and Survival checks"}]}

Proficiencies -

Languages -

Drow duergar Undercommon Thieve's Cant Common

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

Role: *Scout/Messenger*

Roleplaying

Introduction

A flash of black silk swishes past you, and you 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

Sometimes she reads people's mail

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.