

late tweens drow  
neutral good  
Level 5 rogue - scout

STR	DEX	CON	INT	WIS
9	10	17	15	15

Damage Immunities  
 TODO Damage Immunities  
 Condition Immunities  
 TODO Condition Immunities  
 Senses TODO Senses  
 Languages Drow duergar hum  
 Adjectives Nimble ,

## Factions

**Expensive black silks wrap tightly around her strong limbs; a short skirt of leath**

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**2500 x 3235**

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↔ ↑  
Image Dummy

Speed 30 (50 with Stea

STR DEX CON INT WIS

9 () 10 17 15 15

CHA

18

Saving Throws

TODO Saving Throws

Skills

Stealth; Disguise; Perce

Deception; Persuasion;

Proficiencies

Damage Immunities

TODO Damage Immunit

Condition Immunities

TODO Condition Immuni

Senses TODO Senses

Languages

Drow duergar human ,

Adjectives Nimble ,

Special Abilities

Uncanny Dodge | Sh

Cunning Action

Special Equipment

Dog Vlad at home w

husband; Steam Sh

filled with coal and

double movement t

hours.

Combat Tactics

Abrinet will not hesitate t

with hostile combatants,

particularly if they are in

with her 'running' messa

her colleagues.

Actions

Shortsword | Hand Cross

Factions

Image Dummy

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 lov dogs.

Secrets

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BACKGROUND STORY

<p>The Drow are a largely reject race in the Realms. Numeorus t have departed from traditional ways in hopes of achieving peace for themselves and between themselves and the denizens of Upper World. The clans of Dire Dawa [Any Underdark Village] c North Woreda [Any Underdark Region] seek such noble ends. / self-appointed council of diplom in this village have made it thei goal to spread the word that th people of the Underdark are be set to survive and flourish with cooperation of the other races o the Realms. </p><p>Since mos magic is under strict control wit most of the Underdark and thus messages and missives are diffi to convey, the peoples of Dire D needed to rely on actual footwo to pass messages between and across the peoples of the Under who sought to escape the contr the few dark deities who had ga the majority of control in the regions. They relied on 'runners bring messages back and forth. Abrinet was chosen as one of th few to play this revered position </p><p>Although not the fittes most able, it was her commitme to absolving the Underdark of it ills that convinced her town cou to appoint her as a 'runner'. She yet to let them down, except fo more than occasional travels to Upperworld.</p>

PERSONALITY

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