CELL ONEEzi R'zlathe

middle aged drow chaotic good Level 10 rogue; assassin; scot

Pronouns: he/him Occupations: Thieves' guild advisor; insurgent; diplomat Armor Class 16 Hit Points 83 (TODO H Speed 30.

STR DEX CON INT V 12 () 18 13 12 14

CHA 16

Saving Throws
TODO Saving Throws
Skills

Proficiencies
Damage Immunities
TODO Damage Immunit

Condition Immunities
TODO Condition Immuni
Senses TODO Senses

Languages

Drow Common Underda common Elvish Dwarve Thieves' cant Halfling G



ROLEPLAYING

Introduction

Ezio will approach those who seem they could help undercut a city's political factions; Often flits between political courts and mercantile guilds making deals; Commission adventurers to infiltrate a religious order with a misinformation campaign.

Appearance

Lithe and muscularlight blue skin; deep silver eves

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Special Abilities

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 Steady Aim | Fancy Footwork | Cunning Action | Sneak Attack

Special Equipment

 Assassin's Aid (+1 ShortSword with 3 charges of Spiritual Weapon); Amulet of protection from detection;

Combat Tactics

Actions

The Assassin's Aid (+1 Shortsword; 3 Charges of Spiritual Weapon indicated by the three cobalt gems on the hilt) | Shortbow

Factions



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Expressions

"Diplomacy by blades as blades are the truest of diplomats"; "My people will mend the rift between the Upperworld and Underdark - be it in our own way";

Mannerisms

Grinds his teeth while evaluating a situation or answering questions. Bites his lip in thought. Almost exclusively furrows his brow. Typically clasps his hands behind his back beneath his cloak.

Motivations

Diffusing political diplomacy in the region to make space for his tribe of Drow who have departed from the main population. Generating as much misinformation as possible to undermine religious and political orders.

Passions

Politics. Watching fire burn.

Secrets

Ezio keeps a multitude of secrets about his political connections and their intentions. He uses these like a commodity.



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