

EZIO R'ZLATHE

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

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

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 12 | 18 | 13 | 12 | 14 | 16 |

Saving Throws TODO Saving Throws
Skills
Proficiencies TODO
Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages
Drow Common Underdark common Elvish Dwarven Thieves' cant
Halfling Gnomish ,
Adjectives Dark ,

Special Abilities

- Steady Aim | Fancy Footwork | Cunning Action | Sneak Attack

Special Equipment

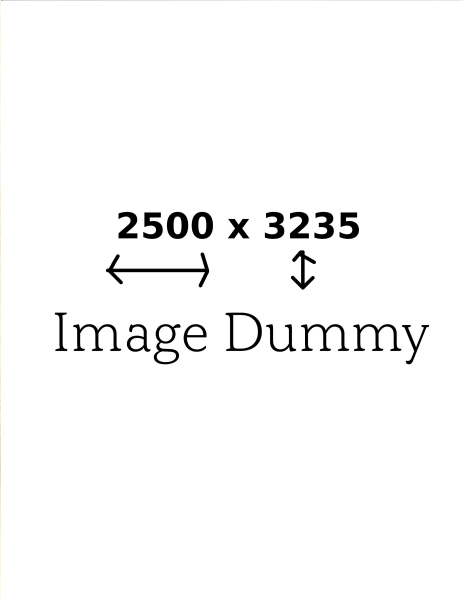
- Assassin's Aid (+1 ShortSword with 3 charges of Spiritual Weapon); Amulet of protection from detection;

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



CELL 1

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

<p>Lithe and muscular</p>light blue skin; deep silver eyes

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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Saving Throws TODO **Saving Throws Skills**

Proficiencies TODO

Damage Immunities TODO **Damage Immunities**

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Senses TODO **Senses**

Languages

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CELL 2

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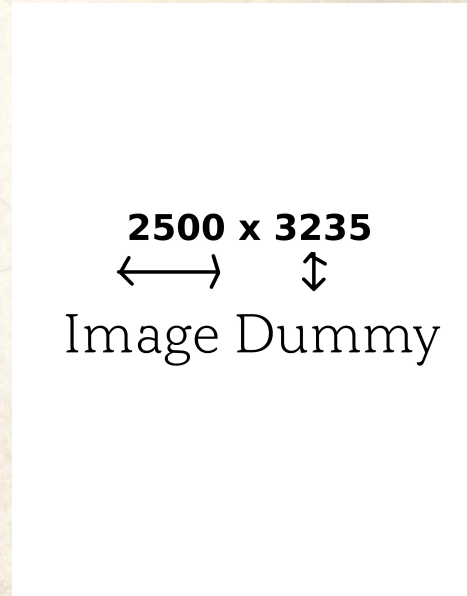
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