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



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 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.

Ezio R'zlathe

middle aged drow chaotic good

CELL ONE

Level 10 rogue; assassin; scout Pronouns: he/him Occupations: Thieves' guild advisor; insurgent; diplomat **Armor Class 16** Hit Points 83 (TODO Hitdice) Speed 30. CON INT STR DEX 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; CELL 2 **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**

ROLEPLAYING

Introduction

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