

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)



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Hit Points 83 (TODO Hitdice)
Speed 30.

STR DEX CON INT WIS

12 18 13 12 14
(+1) (+4) (+2) (+1) (+2)

CHA

16
(+3)

Saving Throws TODO Saving Thro
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 Halfli
Gnomish ,

Adjectives Dark ,

Special Abilities

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

Special Equipment

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

Combat Tactics

Actions

The Assassin's Aid (+1 Shortsword; 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



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common Elvish Dwarf
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Special Abilities

- Steady Aim | Fancy
Cunning Action | Sneak
Attack

Special Equipment

- Assassin's Aid (+1 Short
Sword with 3 Charges of
Spiritual Weapon);
protection from detection

Combat Tactics

Actions

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Sword with 3 Charges of
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indicated by the three colored
diamonds 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

<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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BACKGROUND STORY

<p>Ezio's people were a cult who worshipped one of the Great Old Ones, a Forgotten God. His family chose this because they witnessed the fascist, matriarchical hierarchy of Lolth [Or similar Evil Drow God]. Alongside the tribe heard rumors and saw evidence that the Great Old Ones were on the rise to reclaim their positions of power over the material and astral planes. The great Jackal Lord, the Lord of Hunger, Thirst, Famine, and Drought and Moander, the Lord of Growth and Decay [Two Forgotten Gods] are separately surging forward into the hearts and minds of those in the underdark and those few clans who wander the middle-ground between upperworld and the Underdark. Disaffected with fascist rulers, Ezio's tribe rejected and became fervent enemies of the ruling pantheons of Underdark. Learning of the power and promise of the Forgotten Gods, Ezio's clan began offering faith and tithing to Ommen-Hurr [A different Forgotten God], the goddess of Shadow and Time.</p><p>Because of their growing size and relative power, other apostatic clans who followed other Forgotten Gods became violent towards Ezio's

tribe. One fateful night, the follower
Irrt summoned aspects of the deity
the material realm to strike. Massive
jackals with gnashing teeth and alms
rotted skin hanging loosely from the
frames were unleashed on Ezio's
village.</p><p>Demon hounds
descended on the Underground city
Daur'zzwth (Dar-zooth) [or any Drow
Underdark village] that Ezio and his
people called home. One of these g
demon hounds sought out Ezio's fat
and uncle especially, invaded their
home, and assaulted the family. Ezi
father, Ziirr'kho (Zee-rick-oh) and u
Ras'klmn (Raz-kill- non) bravely foug
the beast, bringing it near death, ye
both Drow heroes were left close to
death themselves. A young Ezio,
terrified and protecting the youth in
the basement of the home, silently
dashed out of the cellar trap-door to
grasp his father's powerful shortswo
The demon hound circled, smelling
victory, and, due to injury and pride
did not sense Ezio lurking in the
shadows around the outside of the
room. Drooling and snapping its jaw
naïve glee, the beast slowly
approached the two men. Ezio leapt
from the shadows and sunk the blade
deep into the beast's eye, killing it. I
since been a family hero. The tribe
taken it upon themselves to train hi
as an Assassin and Diplomat and se
him forth into the Upperworld to cal
chaos and make way for their rise to
power.</p>

PERSONALITY