

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

CHA
16
(+3)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
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

**Broken-off tribes of the
Underdark**



ROLEPLAYING

Introduction

Ezio will approach those who seem
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
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
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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Skills **Skills**

Proficiencies TODO

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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
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of Spiritual Weapon);
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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
Lollth [Or similar Evil Drow
God]. Alongside this, 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 Irrt, 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
the upperworld and the
Underdark. Disaffected with
fascist rulers, Ezio's tribe
rejected and became
fervent enemies of the
ruling pantheons of the
Underdark. Learning of the
power and promise of the
Forgotten Gods, Ezio's clan
began offering faith and
tithings 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 Old Gods
became violent towards
Ezio's tribe. One fateful
night, the followers of Irrt
summoned aspects of the
deity to the material realm
to strike. Massive jackals
with gnashing teeth and
almost rotted skin hanging
loosely from their frames
were unleashed on Ezio's
village.</p><p>Demon
hounds descended on the
Underground city of
Daur'zzwth [Dar-zooth] [or
any Drow or Underdark
village] that Ezio and his
people called home. One of
these great demon hounds
sought out Ezio's father and
uncle especially, invaded
their home, and assaulted
the family. Ezio's father,
Ziirr'kho [Zee-rick-oh] and
uncle Ras'klmn [Raz-kill-
non] bravely fought the
beast, bringing it near
death, yet 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
shortsword. 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 jaws in naive
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. He's since been a family
hero. The tribe has taken it
upon themselves to train
him as an Assassin and
Diplomat and send him
forth into the Underworld to

cause chaos and make way
for their rise to power.</p>