

[Previous](#)[Next](#)

ezio rzlathe

**2500 x 3235**  
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# Image Dummy

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Ezio R'Zlathe

## Ezio R'Zlathe

**middle aged adult Drow**  
**Chaotic Good**  
**Level 10 Rogue Assassin**

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**Pronouns -**

he/him

**Occupations -**

Thieves' guild advisorinsurgentdiplomat

**Armor Class -**

16

**Hit Points -**

83 (TODO Hitdice)

**Speed -**

30.

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**STR**

12 (+1)

**DEX**

18 (+4)

**CON**

13 (+2)

**INT**

12 (+1)

**WIS**

14 (+2)

**CHA**

16 (+3)

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**Saving Throws -**

**Skills -**

{ "Drow Abilities"=>[ { "Superior Darkvision"=>"See 120 in like bright light in dim light and like dim light in darkness", "Keen Senses"=>"Proficiency in Perception", "Fey Ancestry"=>"Advantage on saving throws against charm and immune to sleep magic", "Trance"=>"Deasn't need to sleep, 4 hours meditation counts as a long rest", "Sunlight Sensitivity"=>"disadvantage on attack and perception roles in direct sunlight", "Drow Magic"=>"Can cast Dancing Lights, Faerie Fire, Darkness", "Drow Weapons Training"=>"Proficient with rapiers, shortswords and hand crossbow"}], "Rogue Abilities"=>[ { "Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage", "Evasion"=>"When you are subjected to an Effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail"}], "Assassin Abilities"=>[ { "Assassinate"=>"You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit", "Infiltration Expertise"=>"you can unfailingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official- looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given

an obvious reason not to"}}}

**Proficiencies -**

**Proficiency Mod -**

+4

**Languages -**

**Adjectives -**

Dark, Brooding, Mysterious,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Broken-off tribes of the Underdark**

Role:

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## Roleplaying

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### 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 muscular 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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Proficiencies -

Languages -

Adjectives -

Dark, Brooding, Mysterious,

Special Abilities

-

Special Equipment

-

-

-

Combat Tactics

Will always try to sneak attack

Actions

-

Factions

Broken-off tribes of the Underdark

Role:

Roleplaying

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# Background Story

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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.

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. 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 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. 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 Upperworld to cause chaos and make way for their rise to power.