

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

CHA

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 gemstones on the hilt) | Shortbow

Factions

ROLEPLAYING

Introduction

Ezio will approach those who seem they could help under a city's political factions; Conflicts between political courts and mercantile guilds make deals; Commission adventures to infiltrate a religious order



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Languages
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common Elvish Dwarve
cant Halfling Gnomish ,



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

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"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 lip in thought. Almost exclusively furrows his brow. Typically clasps his hands behind his back beneath his cloak.

Motivations

Diffusing political diplomacy 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 order

Passions

Politics. Watching fire burn

Secrets

Ezio keeps a multitude of secrets about his political connections and their intentions. He uses these as a commodity.

BACKGROUND STORY

<p>Ezio's people were a cult who worshipped one of the Great Old Ones, a Forgotten God. His father chose this because they witnessed the fascist matriarchical hierarchy of Lol [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 Irtt, the Lord of Hunger, Thirst, Famine and Drought, and Moander, the Lord of Growth and Decay [Two Forgotten Gods] are separate entities surging forward into the hear and minds of those in the underdark and those few clans who wander the middle-ground between the upperworld and Underdark. Disaffected with

Cell3



Adjectives

Dark ,

Special Abilities

- Steady Aim | Fancy Cunning Action | Strong Attack

Special Equipment

- Assassin's Aid (+1 ShortSword with 3 Spiritual Weapon); protection from death

Combat Tactics

Actions

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Factions

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Secrets

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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-t [A different Forgotten God], the goddess of Shadow and Time. Because of their growth in 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), 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'k (Raz-kill- non) bravely fought the beast, bringing it near death, but both Drow heroes were left close to death themselves. A young Ezio, terrified and protecting his youth in the basement of the home, silently dashed out of the cellar trap-door to grasp his father's powerful shortsword. As 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 gleance, the beast slowly approached the two men. Ezio leapt from the shadows and sunk the blade of his father's sword into the beast's eye, killing it. Ezio has 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.

PERSONALITY

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