

# 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

-

## Special Equipment

-

## Combat Tactics

## Actions

-

## Factions

Broken-off tribes of the  
Underdark



# ROLEPLAYING

## Introduction

Ezio will approach those who seem  
could help undercut a city's politica  
factions; Often flits between politica  
courts and mercantile guilds makin  
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 Upperwor  
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 c

## Motivations

Diffusing political diplomacy in the n  
to make space for his tribe of Drow  
have departed from the main popula  
Generating as much misinformation as  
possible to undermine religious and  
political orders.

## Passions

Politics. Watching fire burn.

## Secrets

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

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**Skills** **Skills**

**Proficiencies** TODO

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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

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# BACKGROUND STORY

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