

Ezio R'Zlathe

EZIO R'ZLATHE

Middle Aged Adult Drow

Chaotic Good

Level 10 Rogue Assassin

Pronouns - he/him

Occupations - Thieves' guild advisorinsurgentdiplomat

Armor Class - 16

Hit Points - 83 (TODO Hitdice)

Speed - 30.

STR	DEX	CON	INT	WIS	CHA
12	18	13	12	14	16
(+1)	(+4)	(+2)	(+1)	(+2)	(+3)

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 unfaillingly 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

2500 x 3235

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Image Dummy

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

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

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Mannerisms

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Motivati

Diffusir diplomacy to make tribe of D departed f population

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,

Special Abilities -

Special Equipment -

Combat Tactics -

Will always try to sneak attack

Actions -

Factions -

Broken-off tribes of the Underdark

Role:

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.

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"}}

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