



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

Lithe and muscularlight bluskin; 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 wa

Mannerisms

Grinds his teeth while evaluating a situation or answering questions. Bit his lip in thought. Almost exclusively furrows his brow. Typically clasps hi: hands behind his back beneath his c

Motivations

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

Passions

Politics. Watching fire burn.

Secrets

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 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

Combat Tactics

Actions

detection:

The Assassin's Aid (+1 Shortsword; 3 Charges of Spiritual Weapon indicated by the three solutions on

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Generating as much misinformation as possible to undermine religious and political orders.

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Politics. Watching fire burn.

Secrets

Ezio keeps a multitude of secrets about his political connections and their

BACKGROUND STORY

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 lackal 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 villagel 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'klnn (Raz-killnon) 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

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

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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 beasts 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.