

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 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
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 TODO

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Condition Immunities
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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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