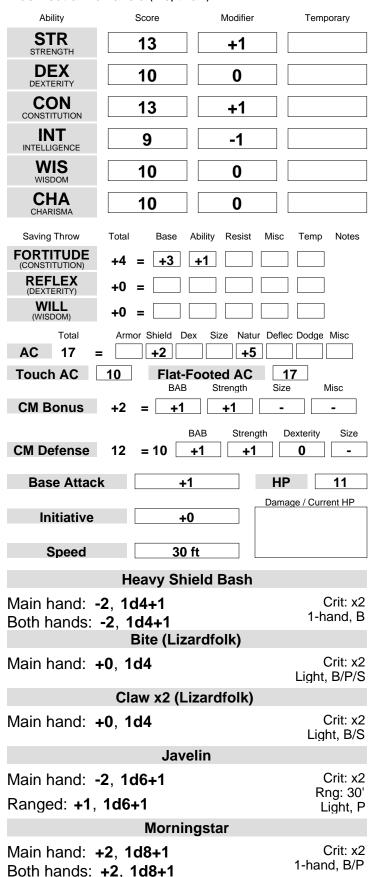
Lizardfolk

Male Lizardfolk - CL2 - CR 1

True Neutral Humanoid (Reptilian)









Skill Name	Total	Ability	Ranks	Temp
⁰ Acrobatics	+2	DEX (0)	-	
Appraise	-1	INT (-1)	-	
Bluff	+0	CHA (0)	-	
⁰ Climb	-1	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
⁰ Escape Artist	-2	DEX (0)	-	
⁰ Fly	-2	DEX (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Perception	+1	WIS (0)	1	
⁰ Ride	-2	DEX (0)	-	
Sense Motive	+0	WIS (0)	-	
^U Stealth	-2	DEX (0)	-	
Survival	+0	WIS (0)	-	
¹⁷ Swim	+8	STR (1)	1	

Feats

Multiattack
Shield Proficiency

Simple Weapon Proficiency - All

Special Abilities

Hold Breath (x4) (Ex) Swimming (15 feet)

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2 Spell Fail: 15%, Shield

Experience & Wealth

Current Cash: You have no money!

Gear Total Weight Carried: 22/150lbs, Light Load (Light: 50lbs, Medium: 100lbs, Heavy: 150lbs)

Heavy Shield Bash
Heavy wooden shield
Javelin x3
Money
Morningstar

- 10 lbs
2 lbs
6 lbs

Tracked Resources

Javelin \square

Languages

Draconic

Lizardfolk - Abilities & Gear

Multiattack Feat

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisites: Three or more natural attacks

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Hold Breath (x4) (Ex) Racial Ability

You can hold its breath for a number of rounds equal to the listed multiplier times its Constitution score before you risk drowning.

Normal: You can hold your breath for a number of rounds equal to 2 times your CON score before you risk drowning.

Swimming (15 feet) Unknown

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.