

Lizardfolk

Male Lizardfolk - CL2 - CR 1

True Neutral Humanoid (Reptilian)

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	9	-1	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+3	+1				
REFLEX (DEXTERITY)	+0 =						
WILL (WISDOM)	+0 =						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =		+2			+5			

Touch AC	10	Flat-Footed AC	17		
		BAB	Strength	Size	Misc

CM Bonus	+2 =	+1	+1	-	-
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		BAB	Strength	Dexterity	Size
CM Defense	12 = 10	+1	+1	0	-

Base Attack	+1	HP	11
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Initiative	+0	Damage / Current HP
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Speed	30 ft
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Heavy Shield Bash

Main hand: -2, 1d4+1 Crit: x2

Both hands: -2, 1d4+1 1-hand, B

Bite (Lizardfolk)

Main hand: +0, 1d4 Crit: x2
Light, B/P/S

Claw x2 (Lizardfolk)

Main hand: +0, 1d4 Crit: x2
Light, B/S

Javelin

Main hand: -2, 1d6+1 Crit: x2
Rng: 30'
Ranged: +1, 1d6+1 Light, P

Morningstar

Main hand: +2, 1d8+1 Crit: x2
Both hands: +2, 1d8+1 1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (0)	-	
Appraise	-1	INT (-1)	-	
Bluff	+0	CHA (0)	-	
Climb	-1	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-2	DEX (0)	-	
Fly	-2	DEX (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Perception	+1	WIS (0)	1	
Ride	-2	DEX (0)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	-2	DEX (0)	-	
Survival	+0	WIS (0)	-	
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	10 lbs
Javelin x3	2 lbs
Money	-
Morningstar	6 lbs

Tracked Resources

Javelin ☐☐☐

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.