

Lizardfolk

Humanoid

Defense 13, **AR** 2

Health 22, **Speed** 11

Senses Night Vision

+1 Communication

+2 Constitution (Swimming)

+1 Cunning

+1 Dexterity (Stealth)

+0 Magic

+1 Perception (Smelling)

+2 Strength (Bludgeons, Jumping)

+1 Willpower

Melee Claws +1 (1d3+2), Club +4 (1d6+2) or Spear +2 (1d6+5)

Ranged Throwing Spear +2 (1d6+5, 8/16 yards)

Favored Stunts: Disarm and Mighty Blow.

Weapon Groups: Bludgeons, Brawling and Spears.

Powers

Lung Capacity: Lizardfolk can hold their breath for 5 minutes before they risk drowning.

Equipment: Club, Medium Shield, Spear or Throwing Spear

Lizardfolk are reptilian humanoids that tend to frequent wet environments, such as swamps and other wetlands. They possess tails and many variants have flared ridges along their spines. Skin coloration can range from black to green, or tan to brown. There are even some lizardfolk with purple, bright orange or other outlandish skin colorations. Variants of lizardfolk can be found in deserts as well, but the majority of such are actually a different humanoid race that call themselves the Sis'thik.

Lizardfolk are tribal, territorial and isolationist, meaning they rarely intermingle with others of different tribes and even rarer still with those of other species. Also, just as with many tribal humans, the different tribes of lizardfolk often have a single iconic weapon. They can learn to make and use any number of combat implements, but their tribe's signature weapon will be carried by all the competent warriors.

Lizardfolk are very pragmatic, and can be at turns *independent* or *mercenary* in outlook. Lizardfolk speak their own tongue, but many learn a smattering of the local human tongue, if for no other reason to bargain for peace when outmatched or when the humans are looking for something in their lands.

Grade E

The likelihood of a divine spellcaster being a tribe member is high in established enclaves. Such a character is not likely to be much different than the presented warrior statistics with the exception of the addition of Spells, and perhaps a Focus in Miracles. Lizardfolk don't seem to worship the Immortals with anything approaching the fervor of most humans, nor the hurried drive and ambition of most humans either. So while their casters are reliable, they are not trained in large groups, nor do they gain the same type of experience as even a single adventuring cleric.

