

SLIZZ'NEK

middle aged adult other (you will be asked to specify)
chaotic neutral
Level civilian / commoner

Pronouns: he/him
Occupations: Dockworker

Armor Class 14

Hit Points 43 (TODO Hitdice)
Speed 30 walking, 30 swimming.

STR	DEX	CON	INT	WIS	CHA
18	11	17	9	14	8

Saving Throws TODO Saving Throws
Skills

Proficiencies TODO

Damage Immunities TODO Damage Immunities
Condition Immunities TODO Condition Immunities
Senses TODO Senses
Languages Common Draconic Aquan ,
Adjectives ,

Special Abilities Lizardfolk Traits: Bite Cunning Artisan Hold Breath Hunter's Lore Natural Armor Hungry Jaws Tail

COMBAT TACTICS

He's not keen to fight, but he won't go out of his way to avoid one. He's not much on tactics, he'll claw, bite and slash with his tale until he wins or loses

ACTIONS

Bite and Claws | Club

FACTIONS

TEST

2500 x 3235



ROLEPLAYING

Introduction

A gruff and scaly lizardfolk pushes past you, guiding a cart full of crates down the dock. "Outta da way, softskin!"

Appearance

Greenish-brown scaly hard skin, small beady eyes. Massive muscular build with claws and sharp jagged teeth

Expressions

"Y'all softskins don't know how to live", "Gotta get my work done, it's almost time to eat"

Mannerisms

Clumsy and slow moving

Motivations

Food

Passions

also food

Secrets

he occasionally helps smuggle goods passed port officials

BACKGROUND

The swamp community that Slizz'nek lives in has become an important port city at a river delta bordering a large lake between nation-states, much to the chagrin of the local lizardfolk population. But as always, his tribe adapts. Taking a job on the docks to show the "softskins" what a "real male" is. He's gruff, uncultured and temperamental, but he works hard and makes enough to afford all of the food that he can eat. Not being terribly bright and generally having a disrespect the government that has overtaken his lands, he can easily be bribed to help out with smuggling operations at the docks