

CELL
1

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

Special Equipment

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

2500 x 3235

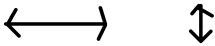


Image Dummy

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

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