500 x 3235

ge Dummy

Slizz'nek

SLIZZ'NEK

Middle Aged Adult Lizardfolk Chaotic Neutral Level 0 Civilian N/A

Pronouns - he/him
Occupations - Dock Worker
Armor Class - 14
Hit Points - 43 (TODO Hitdice)
Speed - 30 walking, 30 swimming.

STR DEX CON INT WIS CHA 18 11 17 9 (0) 8 (-1) (+2)

Saving Throws -Skills -

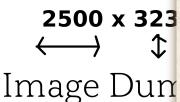
{"Lizardfolk Abilities"=>[{"Bite"=>"Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.", "Cunning Artisan"=>"As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items - a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools,". "Hold Breath"=>"You can hold your breath for up to 15 minutes at a time.", "Hunters Lore"=>"You gain proficiency with two of the following skills of your choice - Animal Handling, Nature, Perception, Stealth, and Survival.", "Natural Armor"=>"You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.", "Hungry Jaws"=>"In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest "}1}

Proficiencies -Proficiency Mod - +2

Languages -

Common Draconic Aquan {"id"=>"his_tribe",
"name"=>"His Tribe"}
{"id"=>"thieve_s_guild", "name"=>"Thieve's
Guil"}

Adjectives - Dull-Witted, Hard-Working, Unpleasant.



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

Gotta get my work done, it's almost time to eat

Mannerisms

Clumsy and slow moving

Motivations

Foo

Passions

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CHA 14 (+2)

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this trait again until you

finish a short or long

rest."}]}
Proficiencies -

ROLEP

Introduc

A gru lizardfolk you, guidin crates do /"Outta softskin!/"

Appeara Greeni

Greeni hard skin eyes. Mas build wit sharp jagg

Expressi

Y'all don't kn live

Gotta work (almost tii

Manneri

Clumsy

Motivati Food

Passions

also fo

he occ smuggle port officia

Special Abilities

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

Factions

also food

Secrets

he occasionally helps smuggle goods passed port officials

Languages -

Common Draconic Aquan {"id"=>"his_tribe", "name"=>"His Tribe"} {"id"=>"thieve_s_guild", "name"=>"Thieve's Guil"}

Adjectives -

Dull-Witted, Hard-Working, Unpleasant,

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