18 11 17 9 (0) 14 (+4) (+1) (+4)

CHA

8 (-1)

Saving Throws
TODO Saving Throws
Skills
Proficiencies
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** 

His Tribe

Thieve's Guild

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.

2500 x 3235

Image Dummy

 $\longleftrightarrow$   $\updownarrow$ 

ROLEPLAYING

A gruff and scaly lizardfolk pushes

you, guiding a cart full of crates do the dock. "Outta da way, softskin!"

Greenish-brown scaly hard skin, sma

beady eyes. Massive muscular build

"Y'all softskins don't know how to liv

"Gotta get my work done, it's almost

he occasionally helps smuggle good

claws and sharp jagged teeth

Introduction

**Appearance** 

Expressions

time to eat"

**Mannerisms** 

**Motivations** 

Food

**Passions** 

also food

Secrets

passed port officials

Clumsy and slow moving

# STR DEX CON INT WIS

18 11 17 (+4) (+1) (+4) 9 (0) 14 (+2)

CHA

8 (-1)

Saving Throws
TODO Saving Throws
Skills 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

His Tribe

Thieve's Guild

# 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

Cell3

"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 STORY

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