

CELL  
ONE

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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**CELL 2**

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## Bite and Claws | Club

**2500 x 3235**  
  
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### Clumsy and slow moving

## Bottom

**Food**

**Passions**

**also food**

**Secrets**

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