

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

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

-

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

His Tribe -

Thieve's Guild -

2500 x 3235

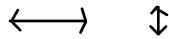


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ROLEPLAYING

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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BACKSTORY

The swa
that Slizz'nef
become an i
city at a rive
a large lake l
states, much
of the local li
population. E
tribe adapts.
the docks to
"softskins" w
is. He's gruff
temperamen
hard and ma
afford all of t
can eat. Not
bright and ge
disrespect th
that has ove
he can easily
help out with
operations a

3235



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Cell3