

## 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	14
(+4)	(+1)	(+4)	(0)	(+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

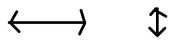


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## ROLEPLAYING

### 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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## BACK STORY

The sv  
Slizz'nek li  
important  
delta bord  
between n  
the chagri  
population  
tribe adapt  
docks to sl  
what a "re  
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enough to  
that he can  
terribly bri  
having a d  
governmen  
his lands, l  
to help out  
operations

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