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slizznek

**2500 x 3235**  
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Slizz'nek

**Slizz'nek**

**middle aged adult Lizardfolk**

**Chaotic Neutral**

**Level 0 Civilian N/A**

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**Pronouns -**

he/him

**Occupations -**

Dock Worker

Armor Class -

14

Hit Points -

43 (TODO Hitdice)

Speed -

30 walking, 30 swimming.

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STR

18 (+4)

DEX

11 (+1)

CON

17 (+4)

INT

9 (0)

WIS

8 (-1)

CHA

14 (+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."}]}

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,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235



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# Roleplaying

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## 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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**Adjectives -**

Dull-Witted, Hard-Working, Unpleasant,

### 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

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## Background Story

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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