#### 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 () 17 14 8 11 Saving Throws TODO Saving Throws

2500 x 3235 Image Dummy

Skills

Proficiencies TODO

**Damage Immunities** TODO Damage Immunities **Condition Immunities** TODO Condition Immunities Senses TODO Senses

Languages Common Draconic Aquan,

**Adjectives** 

CELL

ONE

# **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**

# 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

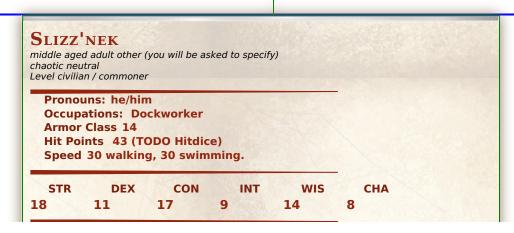
Food

#### **Passions**

also food

# Secrets

he occasionally helps smuggle goods passed port officials



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**

#### CFII 2 COL

#### **Combat Tactics**

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# ROLEPLAYING

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Bottom