SLIZZ'NEK

middle aged adult other (you will be asked to specify)

asked to specify) chaotic neutral Level civilian / commoner

Pronouns: he/him Occupations: Dockwor Armor Class 14 Hit Points 43 (TODO H Speed 30 walking, 30 s

STR DEX CON INT WIS

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

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Image Dummy

CHA

8 (-1)

Saving Throws
TODO Saving Throws

Skills

Proficiencies

Damage Immunities

TODO Damage Immunit Condition Immunities TODO Condition Immun

Senses TODO Senses

Languages Common Draconic Aqua

ROLEPLAYING

Introduction

A gruff and scaly lizardfolk pushes past you, guiding a cart full of crates down the dock. "Outta da way, softskin!"

Appearance

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Adjectives,

Special Abilities

 Lizardfolk Traits: Bite Cunnii Artisan Hold Breath Hunter's Lore Natural Armor Hungry Jaws Tail

Special Equipment

Combat Tactics

He's not keen to fight, but he wor go out of his way to avoid one. He not much on tactics, he'll claw, bi and slash with his tale until he wi or loses

Actions

Bite and Claws | Club

Factions

ROLEPLAYING

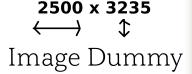
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"Y'all softskins don't know how to live", "Gotta get my work done, it's almost time to eat"

Mannerisms

Clumsy and slow moving

Motivations

Food

Passions

also food

Secrets

he occasionally helps smuggle goods passed port officials

Cell3

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BACKGROUND STORY

The swamp community that Slizz'nek lives in has become important port city at a river bordering a large lake betwee nation-states, much to the chagrin of the local lizardfolk population. But as always, his tribe adapts. Taking a job on docks to show the "softskins" what a "real male" is. He's gru uncultured and temperament but he works hard and makes enough to afford all of the for that he can eat. Not being ter bright and generally having a disrespect the government th has overtaken his lands, he ca easily be bribed to help out w smuggling operations at the docks

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