

2500 x 3235
Image Dummy

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

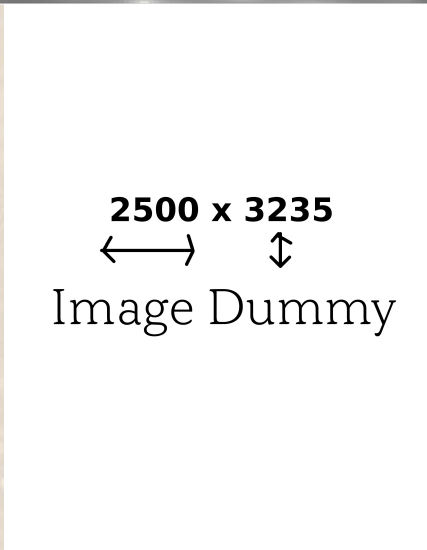
CHA

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 Aquatic
Adjectives ,

Special Abilities

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



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

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Special Equipment

Combat Tactics

He's not keen to fight, but he won't get 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

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Lore Natural Armor Jaws Tail		Clumsy and slow moving		Cell3	Slizz'ne Slizz'ne		
Special Equipment		Motivations			Expressions		
Combat Tactics		Food			"Y'all softskins don't know how to live", "Gotta get my work done almost time to eat"		
He's not keen to fight, but will go out of his way to avoid it. He's not much on tactics, but will use claw, bite and slash with whatever he has until he wins or loses		Passions			Mannerisms		
Actions		also food			Motivations		
Bite and Claws Club		Secrets			Food		
Factions		he occasionally helps smuggle goods passed port officials			Passions		
					also food		
					Secrets		
					he occasionally helps smuggle goods passed port officials		

BACKGROUND STORY

The swamp community that Slizz'ne 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 man" 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

PERSONALITY