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Slizz'nek

SLIZZ'NEK

Middle Aged Adult Lizardfolk  
Chaotic Neutral  
Level 0 Civilian N/A

**Pronouns** - he/him  
**Occupations** - Dock Worker  
**Armor Class** - 14  
**Hit Points** - 43 (TODO Hitdice)  
**Speed** - 30 walking, 30 swimming.

STR	DEX	CON	INT	WIS	CHA
18	11	17	9	8	14
(+4)	(+1)	(+4)	(0)	(-1)	(+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 Guild" }  
**Adjectives -** Dull-Witted, Hard-Working, Unpleasant,

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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**

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**Motivations**  
Food

**Passions**  
he occurs also for

**Secrets**  
he occurs smuggle port official

<b>Special Abilities</b> -	also food	<b>Languages</b> - Common Draconic Aquan { "id"=>"his_tribe", "name"=>"His Tribe"} { "id"=>"thieve_s_guild", "name"=>"Thieve's Guil"}
<b>Special Equipment</b> -	<b>Secrets</b>  he occasionally helps smuggle goods passed port officials	<b>Adjectives</b> - Dull-Witted, Hard-Working, Unpleasant,
<b>Combat Tactics</b> 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		
<b>Actions</b> -		<b>Special Abilities</b> -
<b>Factions</b>		<b>Special Equipment</b> -  <b>Combat Tactics</b> 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  <b>Actions</b> -  <b>Factions</b>