

Lizardfolk

Average Height: 6' 0" to 6' 10"

Average Weight: 210–300 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Draconic

Skill Bonuses: +2 Athletics, +2 Nature

Swamp Walk: You can move through watery/swampy terrain that is difficult with no penalty to your movement.

Blood Surge: You can use *Blood Surge* as an encounter power.

Blood Frenzy

Lizardfolk Racial Power

The smell of blood trickling from the open wounds of your opponent causes your blood to boil. You focus your war-lust and unleash hell upon your foe.

At-Will

Free Action

Personal

Trigger: You cause an opponent to be bloodied.

Effect: Once you cause an opponent to be bloodied, you gain a +2 to hit and damage until the end of your next turn against that foe. This effect is triggered every time you cause a foe to be bloodied in combat.

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Blood Frenzy

Lizardfolk Racial Power

The smell of blood trickling from the open wounds of your opponent causes your blood to boil. You focus your war-lust and unleash hell upon your foe.

Encounter

Minor Action

Personal

Effect: Once you cause an opponent to be bloodied you receive a +1 to attacks and damage until the end of the encounter. This bonus increases to +2 at 21st level.