

## YEET CARG'OH'LIK

Young Goblin  
Neutral  
Level 5 Arcane Trickster

**Pronouns:** it/him  
**Occupations:** None  
**Armor Class** 14  
**Hit Points**  
37 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
10	19	14	14	10
(+0)	(+5)	(+2)	(+2)	(+0)

**CHA**  
10  
(+0)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Goblin Orcish  
Common Dwarvish  
**Adjectives** Diligent,

### Special Abilities

-

### Special Equipment

-

### Combat Tactics

### Actions

-

### Factions

**Wandering Dusk Thieves**  
**Guild;**



## ROLEPLAYING

### Introduction

Yeet will approach an adventuring party with warnings of local thieves' guilds' interest in them; He tries to incite conflict for his own purposes

### Appearance

Short and weathered, veiny, lichen-colored skin. Dresses in bland blues and browns;

### Expressions

"Get outta my face, beautiful baby";  
"baby, baby, baby...you got dis"; "Im take dat ugly tally outta da picture, see"; "What are you, drunk?"

### Mannerisms

Often juggles his apples in a wondrous display; Tumbles acrobatically for show, sometimes fails and laughs it off; Rarely looks anyone in the eyes; Avoids alcohol in annoying ways.

### Motivations

Infiltrating any secret organization to become one of its most powerful members. He does so in order to incite more conflict within and between populations.

### Passions

Collecting leaves of varying sizes; Changing his clothing and aspect to avoid being recognized.

### Secrets

He feels guilt over neglecting his children which led to one of their deaths.

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**Skills** Skills

**Proficiencies** TODO  
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TODO Damage Immunities  
**Condition Immunities**  
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## BACK STORY

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