

YEET CARG'OH'LIK

Young Adult Goblin Neutral Level 5 Rogue Arcane Trickster

Pronouns - he/him Occupations - Thief Armor Class - 14 Hit Points -37 (TODO Hitdice) **Speed -** 30.

STR DEX CON INT WIS 10 19 14 14 10

10

(+0)

Saving Throws -Skills -

{"Goblin Abilities"=> The extra equals vour each of your turns."}]}

{"Rogue Abilities"=> [{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand"}, {"Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater"}, {"Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}, {"Uncanny

Dodge"=>"When attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}]}

Abilities"=>

[{"Spellcasting"=>"Spell 13"

(+0)(+5)(+2)(+2)(+0)

Saving Throws -

[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light"}, {"Fury of the Small"=>"When vou damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. damage level."}. {"Nimble Escape"=>"You can take the Disengage or Hide action as a bonus action on

{"Arcane

DC "Cantrips"=>"Mage Hand, Fire Bolt, Message", "1st Level"=>"Charm Person, Disguise Self, Feather Fall"}, {"Mage Hand Legerdemain"=>"when

you cast Mage Hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it -You can stow one object the hand is holding in a container worn or carried by another creature. - You

can retrieve an object in a

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{"Goblin Abilities"=>[{"Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light"}, {"Fury of the Small"=>"When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level."}, {"Nimble Escape"=>"You can take the Disengage or Hide action as a bonus action on each of your turns."}]}

{"Rogue Abilities"=>[{"Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand"}, {"Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater"}, {"Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash"}, {"Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}]}

{"Arcane Trickster Abilities"=> [{"Spellcasting"=>"Spell DC 13" "Cantrips"=>"Mage Hand, Fire Bolt, Message", "1st Level"=>"Charm Person, Disguise Self, Fall"}, {"Mage Legerdemain"=>"when you cast Mage Hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it - - You can stow one object the hand is holding in a container worn or carried by another creature. - You can retrieve an object in a container worn or carried by another creature. - You can use thieves' tools to pick locks and disarm traps at range. - You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand."} 1}

Proficiencies -Proficiency Mod - +3



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, lichencolored skin. Dresses in bland blues and browns

Expressions

Get outta my face, beautiful baby

baby, baby, baby...you got dis

Ima 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,

Introduc Yeet v

ROLEF

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Appeara

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Express

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baby...yo Ima

ugly tal picture. Wha

Manner

drunk?

Often apples i display; acrobatiic sometime laughs it anyone Avoids annoying

Motivat

Infiltra organizati one of its members. order to conflict

between p **Passion**



Languages -

Goblin Orcish Common Dwarvish Thieve's Cant

Adjectives - Sneaky, Secretive, Resourceful,

Special Abilities

Special Equipment

Combat Tactics

Yeet prefers to fight with the element of surprise

Actions

Factions

Thieve's Guild

Role:

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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