

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

Cunning Action | Cure Wounds
| Arcane List 0 - 3; 1 - 3 | A
seemingly endless bag of
apples, each of which acts as
a minor healing potion. | Misty
Step

Special Equipment

Yeet wears a cloak of
displacement (disadvantage
on attach rolls against him)

Combat Tactics

Actions

Dagger | Guiding Bolt

Factions

Wandering Dusk Thieves
Guild;



ROLEPLAYING

Introduction

Yeet will approach an adventuring party
with warnings of local thieves' guild
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, I
"What are you, drunk?"

Mannerisms

Often juggles his apples in a wondro
display; Tumbles acrobatically for s
sometimes fails and laughs it off; Ra
looks anyone in the eyes; Avoids alc
in annoying ways.

Motivations

Infiltrating any secret organization to
become one of its most powerful
members. He does so in order to inc
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 child
which led to one of their deaths.

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Thieves Guild;

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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,
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
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neglecting his children
which led to one of their
deaths.

BACKGROUND STORY

<p>The hillside Dusk
Goblins of Akhlo-Meek [Any
major Goblin Village]
remain relatively peaceful
and rarely disrupt humanoid
settlements beyond the
hills. They are however
plagued by raids from
Underdark Goblins that
emerge from the
surrounding caves. These
raids pose a serious threat,
particularly because they
result in captives being
taken and enslaved. The
Mountain Goblins
aretactical in so far as they
specifically target youth
with the intention of
converting them to
following the increasingly
violent and hate-fueled
Goblinoid Deity
Kyhaergebaerg [Any
aggressive Goblinoid God].
Yeet was raised in this
environment, inculcated
with hatred for humanoid
races and a desire to spill
their blood, ravage their
townships, and steal their
shiny things.</p><p>Yeet
might have been captured
at the right time for
conversion and subjected to
viscious and violent
'therapies', but he is still
able to remember that he is
a Dusk goblin. He's able to
reflect on an upbringing
that promoted brotherhood
and stability. Nonetheless,
he has still been infused
with the hatred and
bloodlust that characterizes
Underdark Goblins. He is
characterized by this
dissonance.</p><p>Drawn
into a raid of purportedly
magical Dwarven caves by
a tyrannical hobgoblin,
Herkog, Yeet played a
lieutenant role in controlling
the captured Dwarves and
staving off any intruders.
Yet the mission went amiss
when a group of
adventurers from the
nearby frontier town of
Rheidolen [Any small
frontier town] were
comissioned to clear the
caves and interrogate
Herkog about his
connections to the violent
raids on surrounding towns.
Herkog was slain and the
goblin population
eliminated. Except for Yeet.
Because Herkog was slain
before he could be
questioned, this party of
adventurers questioned
Yeet instead. Yeet broke
down and told them of how
he is a Dusk Goblin and
should never have been
involved in this affair. He
begged for his life and gave
the adventuring party more
than enough information to
continue on with achieving
their objectives. He was
escorted back to Rheidolen
for questioning and a
potential trial but, because
of the lack of security and
organization in this frontier
town, it was easy for such a
crafty Goblin to escape. He
now roams the wilderness
and distant towns seeking
other dusk Goblins.</p>