



Yeet Carg'oh'lik

## 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	CHA
10	19	14	14	10	10
(+0)	(+5)	(+2)	(+2)	(+0)	(+0)

### Saving Throws - Skills -

{ "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 creature",  
{ "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, 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 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." } ] }  
**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, lichen-colored 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,

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### Expressions

Get face, bea

baby baby...yo

Ima ugly tal picture, s

What drunk?

### Mannerisms

Often apples in display; acrobatic sometime laughs i anyone Avoids annoying

### Motivati

Infiltrate organizati one of its members. order to conflict between p

### Passion

Colle

