



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

**Saving Throws** -  
**Skills** -  
**Proficiencies** -  
**Proficiency Mod** - +3

**Languages** -  
Goblin Orcish Common Dwarvish  
**Adjectives** - Diligent,

**Special Abilities** -

**Special Equipment** -

**Combat Tactics**

**Actions** -

**Factions**

**Wandering Dusk Thieves Guild;**  
Role:

## 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, 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.

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### Secrets

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