

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

Saving Throws TODO Saving Throws
Skills
Proficiencies TODO
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

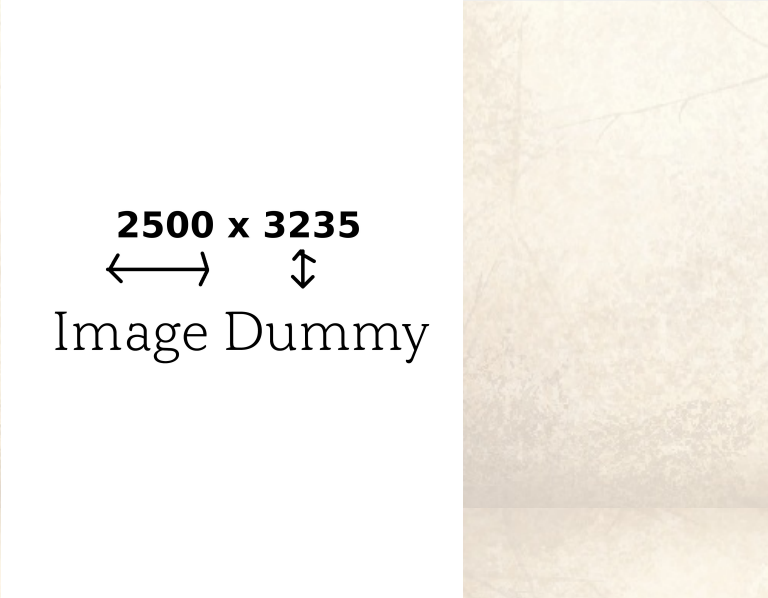
- Yeet wears a cloak of displacement (disadvantage on attach rolls against him)

Combat Tactics

Actions

Dagger | Guiding Bolt

Factions



CELL 1

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.

Secrets

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

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CELL 2

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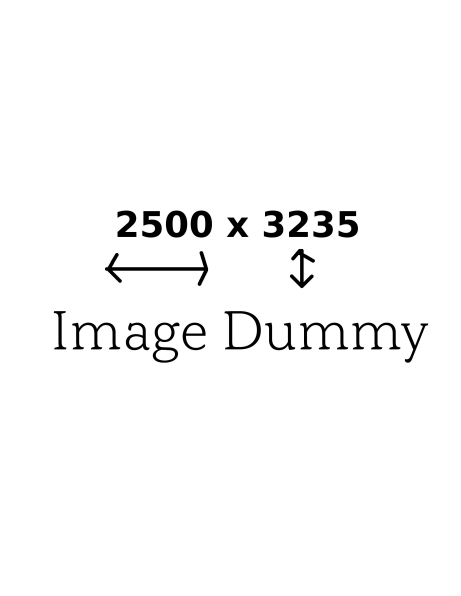
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