

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 -
Skills -
Proficiencies -
Proficiency Mod - +3

Languages -
Goblin Orcish Common
Dwarvish
Adjectives - Diligent,

Special Abilities

Special Equipment

Combat Tactics

Actions

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

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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

BACKG STORY

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Factions

Wandering Thieves Guild;

Role:

Dusk

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.

Factions

Wandering Thieves Guild;

Role:

Dusk

Factions

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