

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

CHA

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 attack rolls against him)

Combat Tactics

Actions

Dagger | Guiding Bolt

Factions

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. Dressed in bland blues and browns;

Expressions

"Get outta my face, beautiful baby"; "baby, baby, baby.. got dis"; "Ima take dat ugly tatty outta da picture, see" "What are you, drunk?"

Mannerisms

Cell3 Often juggles his apples in wondrous display; Tumbles acrobatically for show, sometimes fails and laughs off; Rarely looks anyone in eyes; Avoids alcohol in annoying ways.

Motivations

Infiltrating any secret organization to become one of its most powerful members; does so in order to incite 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 their deaths.

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CON 14
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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.

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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.

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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.

BACKGROUND STORY

<p>The hillside Dusk Goblins 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 emerge from the surrounding caves. These raids pose a serious threat, particularly because they result in captives being taken enslaved. The Mountain Goblins are tactical in so far as they specifically target youth with intention of converting them to following the increasingly violent and hate-fueled Goblinoid Deities. 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 vicious and violent 'therapy' but he is still able to remember that he is a Dusk goblin. He's unable to reflect on an upbringing that promoted brotherhood and stability. Nonetheless, he has been infused with the hatred and bloodlust that characterizes the 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 capture of Dwarves and staving off any intruders. Yet the mission went awry when a group of adventurers from the nearby frontier town of Rheidolen [Any small frontier town] were commissioned 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 his true identity. 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>

PERSONALITY

<p>The hillside Dusk Goblins 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 emerge from the surrounding caves. These raids pose a serious threat, particularly because they result in captives being taken enslaved. The Mountain Goblins are tactically in so far as they specifically target youth with the intention of converting them following the increasingly violent and hate-fueled Goblinoid Deities. Kyhaergebaerg [Any aggressive Goblinoid God]. Yeet was raised in this environment, inculcated with a 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 viscous and violent 'therapy' 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 been infused with the hatred and bloodlust that characterizes Underdark Goblins. He is characterized by this dissonance.</p><p>Drawn into a raid of the purportedly magical Dwarven caves by a tyrannical hobgoblin Herkog, Yeet played a lieutenant role in controlling the capture of Dwarves and staving off any intruders. Yet the mission was amiss when a group of adventurers from the nearby frontier town of Rheidolen [Any small frontier town] were commissioned 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 his life as 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 as 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>