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yeet cargohlik

**2500 x 3235**  
↔ ↕

Image Dummy

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Yeet Carg'oh'lik

**Yeet Carg'oh'lik**

**young adult Goblin**

**Neutral**

**Level 5 Rogue Arcane Trickster**

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**Pronouns -**

he/him

**Occupations -**

Thief

**Armor Class -**

14

**Hit Points -**

37 (TODO Hitdice)

**Speed -**

30.

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**STR**

10 (+0)

**DEX**

19 (+5)

**CON**

14 (+2)

**INT**

14 (+2)

**WIS**

10 (+0)

**CHA**

10 (+0)

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**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

**Languages -**

Goblin Orcish Common Dwarvish Thieve's Cant

**Adjectives -**

Sneaky, Secretive, Resourceful,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**Thieve's Guild**

Role:

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**2500 x 3235**

A diagram showing the dimensions 2500 x 3235. Below the first number, 2500, is a horizontal double-headed arrow. Below the second number, 3235, is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

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### 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 acrobatiically 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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**Languages -**  
  
Goblin Orcish Common Dwarvish Thieve's Cant

**Adjectives -**

Sneaky, Secretive, Resourceful,

---

**Special Abilities**

-

-

**Special Equipment**

-

- 
- 
- 

## Combat Tactics

Yeet prefers to fight with the element of surprise

## Actions

- 

## Factions

### Thieve's Guild

Role:

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# Background Story

The hillside Dusk Goblins of 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 that emerge from the surrounding caves. These raids pose a serious threat, particularly because they result in captives being taken and enslaved. The Mountain Goblins are tactical in so far as they specifically target youth with the intention of converting them to following the increasingly violent and hate-fueled Goblinoid Deity 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. Yeet might have been captured at the right time for conversion and subjected to viscious and violent 'therapies', 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 still been infused with the hatred and bloodlust that characterizes Underdark Goblins. He is characterized by this dissonance. Drawn into a raid of purportedly magical Dwarven caves by a tyrannical hobgoblin, Herkog, Yeet played a lieutenant role in controlling the captured Dwarves and staving off any intruders. Yet the mission went amiss when a group of adventurers from the nearby frontier town of Rheidolen [Any small frontier town] were comissioned 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 how he is a Dusk Goblin and should never have been involved in this affair. He begged or 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.