

YEET CARG'OH'LIK

Young Goblin Level 5 Arcane Trickster

Pronouns: it/him Occupations: None **Armor Class 14 Hit Points** 37 (TODO Hitdice) Speed 30.

STR DEX CON INT WIS 19 14 14 10 (+0) (+5) (+2) (+2) (+0)

CHA 10 (+0)

> **Saving Throws TODO Saving Throws** Skills **Proficiencies Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities** Senses TODO Senses Languages Goblin Orcish Common Dwarvish Adjectives Diligent,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

 Wandering Dusk Thieves Guild:



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, lichencolored skin. Dresses in bland blues and browns;

Expressions

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

Mannerisms

Often juggles his apples in a wondro 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.

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

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Drawn ii purportedly caves by a t hobgoblin, H a lieutenant the captured staving off a the mission group of adv nearby front Rheidolen [A town] were o Herkog abou to the violer surrounding slain and the eliminated. I Because Hei before he co this party of questioned broke down how he is a should neve involved in t begged or h adventuring enough info on with achi objectives I back to Rhei questioning trial but, bed security and this frontier for such a cr escape. He i wilderness a seeking othe