

## 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...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:

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