

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
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, lichen-colored skin. Dresses in bland blues and browns;

Expressions

"Get outta my face, beautiful baby";
"baby, baby, baby...you got dis"; "Im 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 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.

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
TODO Saving Throws
Skills 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

-

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, 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 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.

BACK STORY

Th
Akhlo-I
Village
peacef
human
the hill
plague
Underc
from th
These
threat,
they re
taken a
Mounta
so far a
target
of conv
the inc
hate-fu
Kyhaer
aggres
Yeet w
enviro
hatred
a desir
ravage
steal th

Yeet m
captured al
conversion
viscious an
but he is st
that he is a
able to refl
that promo
stability. No
still been ir
hatred and
characteriz
Goblins. He
this dissona

Drawn
purportedly
caves by a
hobgoblin,
a lieutenant
the capture
staving off
the mission
group of ad
nearby fron
Rheidolen [town] were
clear the ca
Herkog abo
to the viole
surrounding
slain and th
eliminated.
Because He
before he c
this party o
questioned
broke down
how he is a
should nev
involved in
begged or l
adventurin
enough info
on with ach
objectives.
back to Rhe
questioning
trial but, be
security an
this frontier
for such a c
escape. He
wilderness.
seeking oth