



Yeet Carg'oh'lik

YEET CARG'OH'LIK

Young Adult Goblin
Neutral
Level 5 Rogue Arcane Trickster

Pronouns - he/him
Occupations - Thief
Armor Class - 14
Hit Points - 37 (TODO Hitdice)
Speed - 30.

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

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



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,

YEET CARG'OH'LIK

Young Adult Goblin
Neutral
Level 5 Rogue Arcane Trickster

Pronouns - he/him
Occupations - Thief
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 - 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."}]]

ROLEPLAYING

Introduction

Yeet v adventuri warnings guilds' in He tries t for his ow

Appearance

Short veiny, lich Dresses and brow

Expressions

Get face, bea

baby baby...yo

Ima ugly tal picture, s

What drunk?

Mannerisms

Often apples in display; acrobatic sometime laughs i anyone Avoids annoying

Motivati

Infiltrate organizati one of its members. order to conflict between p

Passion

Colle

