



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	CHA
10	19	14	14	10	10
(+0)	(+5)	(+2)	(+2)	(+0)	(+0)

**Saving Throws** -  
**Skills** -  
**Proficiencies** -  
**Proficiency Mod** - +3

**Languages** -  
Goblin Orcish Common Dwarvish  
**Adjectives** - Diligent,

**Special Abilities** -  
**Special Equipment** -  
**Combat Tactics**  
**Actions** -  
**Factions**

Wandering Dusk Thieves Guild;  
Role:

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



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Secrets

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

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### **Secrets**

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