

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"; "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.

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
of Akh
Goblin
relativ
disrupt
beyond
howev
from U
emerg
caves.
serious
becaus
captive
enslav
Goblin
they sp
with th
conver
the inc
hate-ft
Kyhael
aggres
Yeet w
enviroi
hatred
and a c
blood,
and st

Yeet m
captured a
conversion
vicious an
'therapies',
to rememb
goblin. He'
an upbring
brotherhoo
Nonetheles
infused wit
bloodlust t
Underdark
characteriz
dissonance

Drawn
purportedl
caves by a
hobgoblin,
played a lie
controlling
Dwarves an
intruders. Y
went amiss
adventurer
frontier tov
[Any small
comissione
caves and
about his c
violent raic
towns. Her
the goblin
eliminated.
Because H
before he c
questioned
adventurer
instead. Ye
told them c
Goblin and
been invol
begged or
the advent
than enoug
continue o
their objec
escorted b
questioning
trial but, be
of security
this frontie
for such a c
escape. He
wilderness
seeking otl