



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 10 **DEX** 19 **CON** 14 **INT** 14 **WIS** 10

CHA
10

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

- Cunning Action | Cure Wounds | Arcane List 0 - 3; 1 - 3 | A seemingly endless bag of apples, each of which acts as a minor healing potion. | Misty Step

Special Equipment

- Yeet wears a cloak of displacement (disadvantage on attack rolls against him)

Combat Tactics



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

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Dagger | Guiding Bolt

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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.

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