

Riz Gukgak

Brian Murphy as Riz Gukgak

SEASON 1



RACE
Goblin

CLASS
Rogue (Inquisitive)

LEVEL
8

BACKGROUND
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STR -2	DEX —	CON —	INT —	WIS +1	CHA —
ARMOR CLASS 16	HIT POINTS —	LEVEL 8	PROFICIENCY —		

End of season 1 — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Fantasy High wiki (fan project), every value links to its moment on the site.

Riz Gukgak

FULL SHEET

Skills

- Acrobatics +4
- Arcana +5
- Insight +8
- Investigation +8
- Medicine +1

Saving throws

- Constitution +1
- Dexterity +7
- Wisdom +1

Features

- **Sneak Attack** — Rogue sneak attack: "I get sneak attack, and my d8". E2 00:07:54, E2 00:28:11
- **Hit dice d8** — Spends a d8 hit die on a short rest. E3 01:49:03
- **Fury of the Small** — Goblin ability: "I can do my level damage to anybody who's bigger than me". E4 00:44:51, E10 01:00:07
- **Sneak Attack (2d6)** — Sneak attack damage "2d6 and a d8" with the rapier. E6 00:27:31
- **Insightful Fighting** — Insight vs Deception to gain Sneak Attack on a target. E6 00:09:22, E14 00:02:29
- **Language: Elvish** — "I speak Elvish too." E6 01:02:57
- **Languages: Elvish, Orcish, Goblin** — Speaks Elvish, Orcish and Goblin; the party settles on Elvish as its secret language. E7 00:14:38, E7 00:15:22
- **Thieves' Tools proficiency** — Picks Zayn's lock with Thieves' Tools. E7 00:59:15, E15 00:54:17
- **Healer feat** — "I've got the Healer feat". E7 01:12:23, E15 00:43:27
- **Nimble Escape** — Bonus-action Disengage. E8 00:34:04, E12 00:40:39
- **Inquisitive Archetype** — Uses Investigate with his Inquisitive Archetype to read where the quarterback will throw. E10 00:06:19
- **Uncanny Dodge** — Halves an attack's damage as a reaction. E10 00:33:41, E11 00:05:48
- **Insightful Fighting (duration)** — Murph: it lasts "for like several minutes or until I pick another target". E12 01:00:12
- **Unnamed Insight floor** — Says of an Insight roll: "I can't get lower than an eight, 'cause of my thing", then reports "like a 10". E13 00:07:32
- **Healer feat: healer's kit** — Uses his healer kit to bring Biz back with one HP, then heals him d6 + 4. E14 01:35:20, E14 01:37:24
- **Sneak Attack (4d6)** — "4d6 and then my weapon damage". E17 00:31:51

Spells

- —

Items

- **Briefcase** — His signature briefcase ("Briefcase Kid"); opens it to hand out literature. E1 01:02:43, E3 01:04:27
- **Business cards** — Made business cards instead of giving out a phone number; card says "licensed private investigator" with "un-" in small print. E1 00:40:23, E1 00:38:00
- **Case board** — Board of the missing girls, all pointed at the school. E1 00:36:12
- **Aguefort's tea** — Steals Principal Aguefort's tea from under Goldenhoard's nose. E1 01:41:23
- **Rapier** — Melee weapon. E2 00:07:33, E12 00:22:58
- **Magic gun (arquebus)** — Gun "like an arquebus", range 80; "It's a magic gun!" E2 00:20:07, E2 00:19:30
- **Burner crystal** — Johnny's unopened cheap crystal; Riz takes it. E4 01:12:17
- **Flashlight** — "I have a little flashlight in my mouth." E4 01:14:08
- **Sketch of boot prints** — Sketch of the shoe make and model at Johnny Spells' grave. E5 01:24:57

- **First aid kit** — Stolen from the cafeteria wall. E7 00:34:00
- **Body temperature pills and Johnny Spells' soul contract** — Found in Zayn's apartment. E7 01:01:51, E7 01:03:14
- **Magic gun (statted as a shortbow)** — Asked the range, Murph: "it's shortbow, so it should be like 80 feet". E8 00:02:24
- **Briefcase** — lost — flies off into the wreckage after he rides it on the half pipe. E8 01:12:04, E11 00:41:01
- **Business cards** — lost — scattered into the wreckage with the briefcase. E8 01:12:06
- **Edgar the rat** — Zayn's rat, handed to Riz by Gorthalax; Riz identifies it as Edgar. E9 00:05:26, E9 00:21:03
- **T.B. leather briefcase and gilded business cards** — Locker gift: leather-bound briefcase with initials T.B., gilded cards "Riz 'The Ball' Gukgak", tiny "un", "licensed investigator". E9 01:19:14
- **Magnifying glass** — Pops out his magnifying glass to find van skid marks. E9 01:40:44
- **Rune chest** — Carries the chest from the Bloodrush game. E10 01:14:54
- **Briefcase of holding** — The new leather briefcase becomes magical: "doesn't seem to have an amount of stuff you can't put in it." E11 00:41:09, E14 01:15:17
- **Mr. Hughes' business card** — Lifted with Sleight of Hand. E13 00:32:46
- **Father's arquebus and bandolier of 20 magical bullets** — Pok's "midnight black arquebus with a silencer on it and a bandolier of 20 magical bullets". E13 01:33:09, E17 00:32:17
- **Magic gun (magical weapon)** — Brennan: "Your cool gun is a magical weapon." E14 00:02:21
- **Healer's kit** — Uses his healer kit on Biz. E14 01:35:20, E16 01:06:10
- **KVX bank slips** — Found in Biz's pockets. E15 00:38:50
- **Sword of Shadows** — Arcade magic item "that I got from Fabian"; has a teleport as a disengage. E15 00:46:17, E17 00:45:26
- **Magnifying glass (lent)** — Gives his magnifying glass to a friend for advantage. E16 00:12:10
- **Short bow** — Shoots a "Short bow" with range 80. E16 01:31:22
- **Father's bandolier** — lost — hung over his father's grave. E17 01:10:31
- **Investigator license** — "They made an exception. Here's your license." E17 01:12:57
- **Business cards in Fabian's calligraphy** — A stack thrown to him by his mom with the license. E17 01:12:52